



WARNING! Not suitable for children under 36 months due to small parts that may cause a choking hazard.

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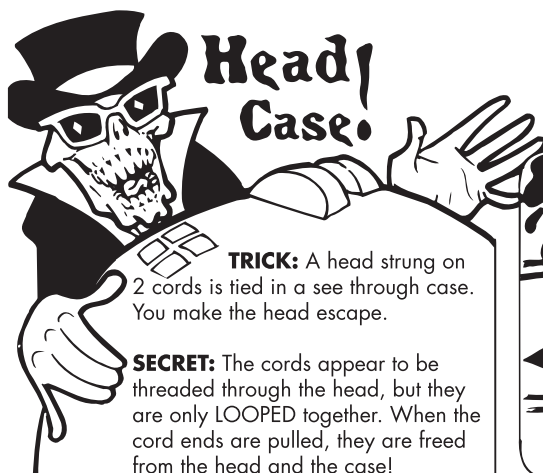
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# MR CREEPY MAGIC



## INSTRUCTIONS



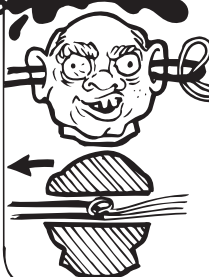
**TRICK:** A head strung on 2 cords is tied in a see through case. You make the head escape.

**SECRET:** The cords appear to be threaded through the head, but they are only LOOPED together. When the cord ends are pulled, they are freed from the head and the case!

**YOU NEED**

DAD'S HEAD,  
DOME, BASE,  
TWO PINK CORDS.

**SETUP**



Fold both cords in half.

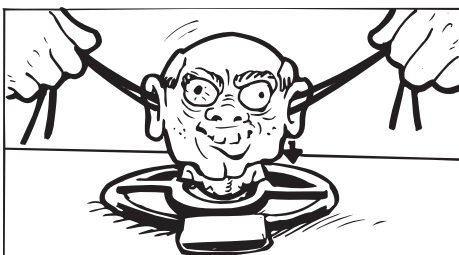
Thread one cord through the head, leaving a small loop. Insert the folded part of the other cord in the loop.

Pull on the first cord, so the looped portion is hidden inside the head.

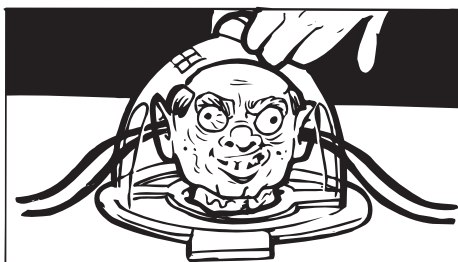
As you can see, the cords have been strung through dad's head!



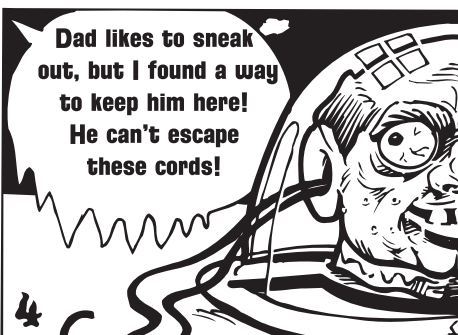
**1** CAREFULLY LIFT THE HEAD BY THE CORD ENDS AND SHOW IT.



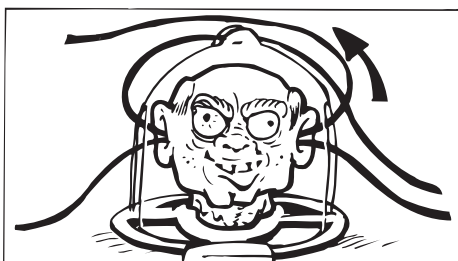
**2** LOWER "DAD" ONTO THE BASE. MAKE SURE HE SITS SECURELY.



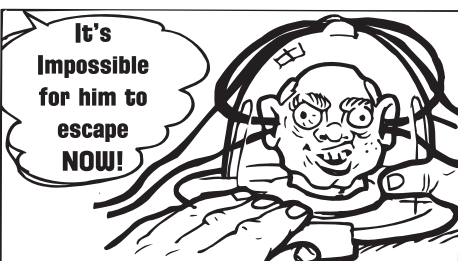
**3** PLACE DOME OVER "DAD" AND SNAP IT INTO BASE, KEEPING CORDS LOOSE.



**4**

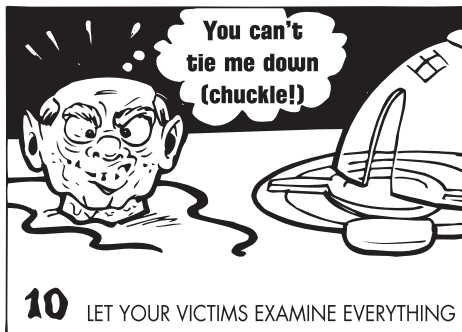
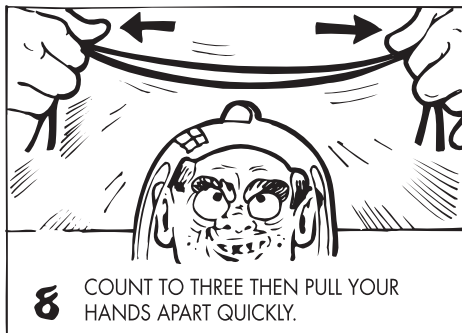
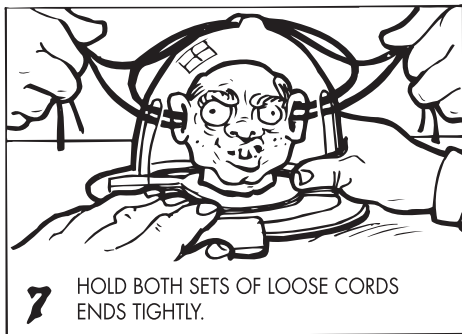


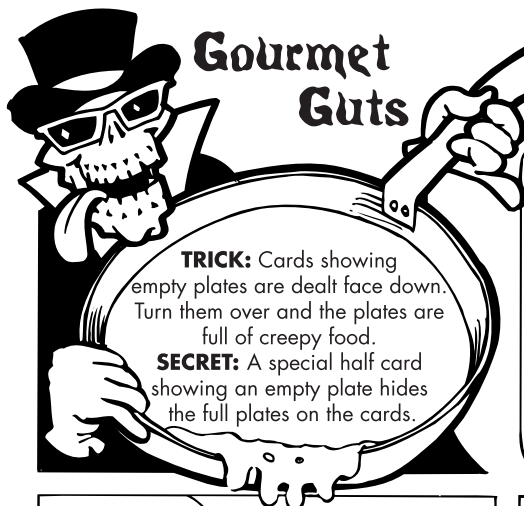
**5** LOOP ONE CORD FROM EACH SIDE OVER TOP OF DOME TO OTHER SIDE.



**6**

HAVE A SPECTATOR HOLD THE DOME AND BASE STEADY.





**YOU  
NEED**

4 SKELETON CARDS,  
ONE HALF-CARD,  
RUBBER BAND.

**SETUP**



STACK THE CARDS AND BAND  
THEM TOGETHER AS SHOWN.  
HIDE THE TOP OF THE  
HALF-CARD WITH THE RUBBER BAND.

Did you  
know that  
Mr. Creepy  
likes to cook?



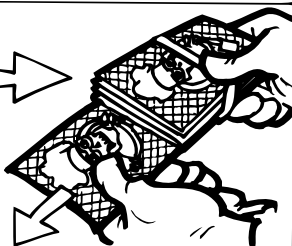
**1** SHOW THE BACK OF THE CARD STACK TO  
YOUR AUDIENCE.

His friend here is  
waiting for a  
creepy meal he's  
starving!



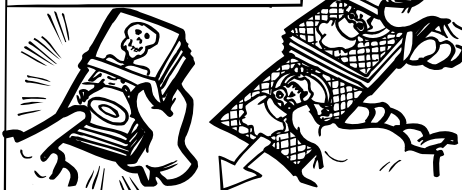
**2** SHOW THE FRONT OF THE CARD STACK  
AND POINT OUT EMPTY PLATE.

THE SECRET  
HALF-CARD  
WILL STAY  
BANDED TO  
THE FRONT  
OF STACK.



**3** HOLD THE STACK FACE-DOWN AND DEAL  
THE BOTTOM CARD TO A SPECTATOR.

POINT OUT THE EMPTY PLATE  
THEN DEAL ONE CARD.



**4** DEAL A CARD TO A SECOND SPECTATOR IF  
YOU WANT, THEN PUT STACK IN POCKET.

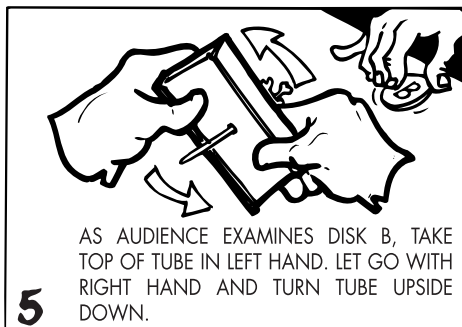
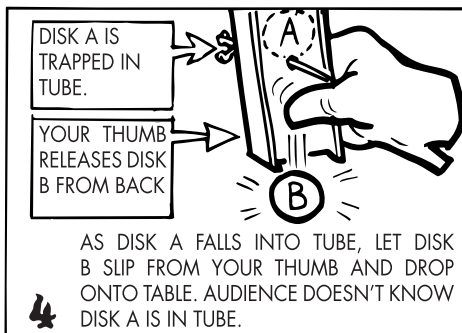
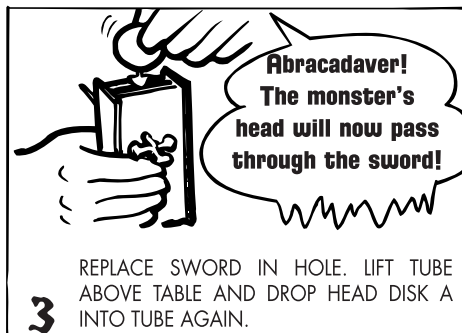
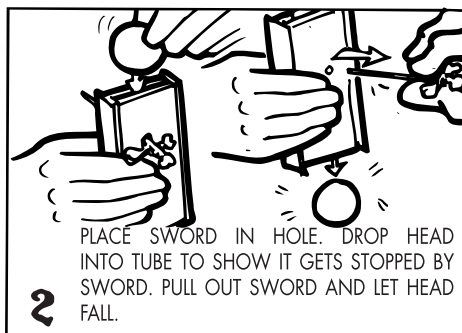
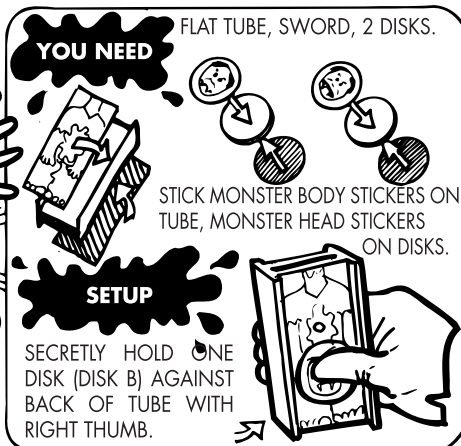
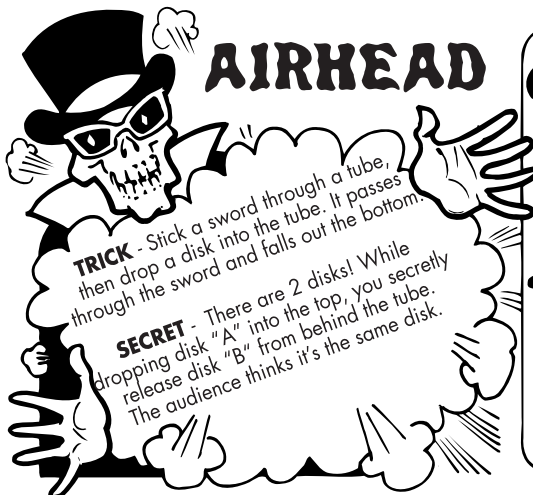
Presto  
strang-O!  
Let the gour-  
met guts  
appear!

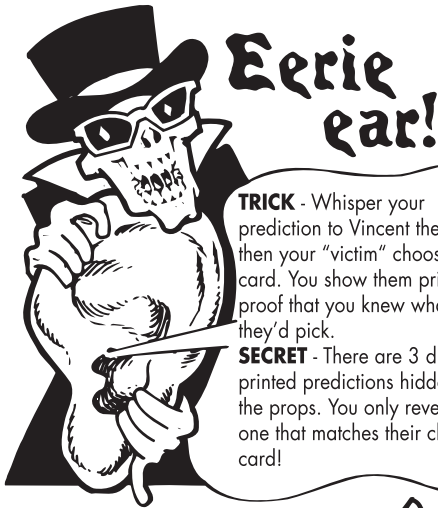


**5** WAVE YOUR HAND OVER THE CARD(S).  
HAVE THE SPECTATOR TURN IT OVER.



**6** HE'LL BE SHOCKED TO FIND HIS "EMPTY"  
PLATE FILLED WITH CREEPY FOOD.





**TRICK** - Whisper your prediction to Vincent the ear, then your "victim" chooses a card. You show them printed proof that you knew what card they'd pick.

**SECRET** - There are 3 different printed predictions hidden in the props. You only reveal the one that matches their chosen card!



EAR, 3 "FEATURE" CARDS, PREDICTION SHEET ON BACK OF BOOKLET.

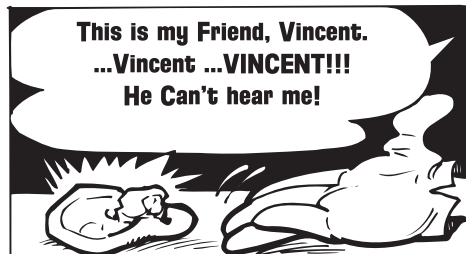


CLIP OR COPY THE "YOU WILL CHOOSE THE NOSE" PREDICTION FROM BACK OF THIS BOOKLET.

CRUMPLE IT UP AND PLACE IT IN THE HOLE OF THE EAR.



**1** LAY THE EAR (WITH PAPER WAD) AND CARDS ON THE TABLE AS SHOWN.



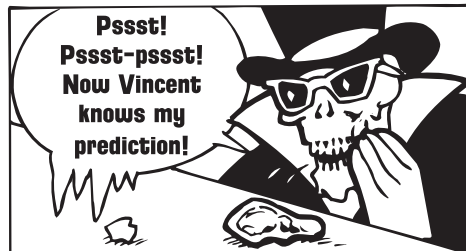
This is my Friend, Vincent.  
...Vincent ...VINCENT!!!  
He Can't hear me!

**2** INTRODUCE VINCENT THE EAR TO YOUR VICTIMS.

What's this stuck in his ear?  
I'll take it out.  
Now he can hear!



**3** REMOVE WAD OF PAPER, PLACE IT ASIDE WITHOUT CALLING ATTENTION TO IT.



Pssst!  
Pssst-pssst!  
Now Vincent knows my prediction!

**4** WHISPER A MAKE-BELIEVE PREDICTION TO VINCENT.

Please name one of these cards.  
Vincent already knows which one you'll choose!

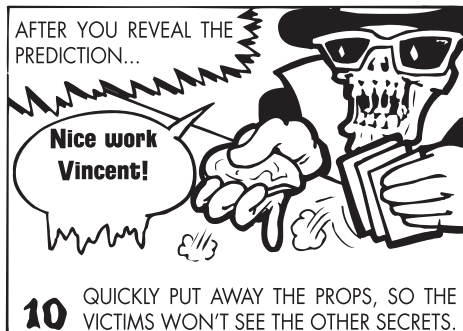
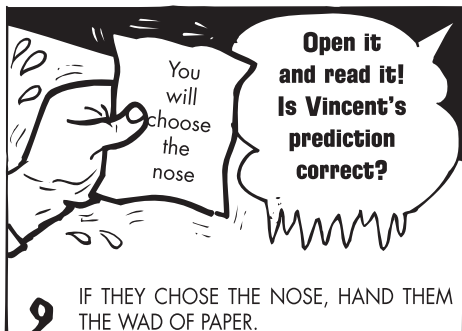
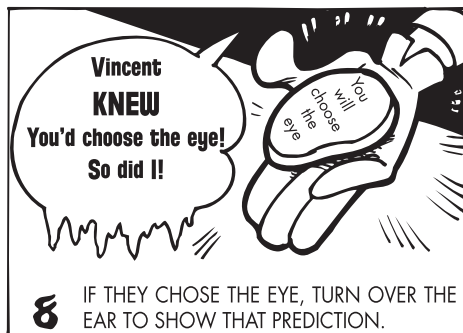
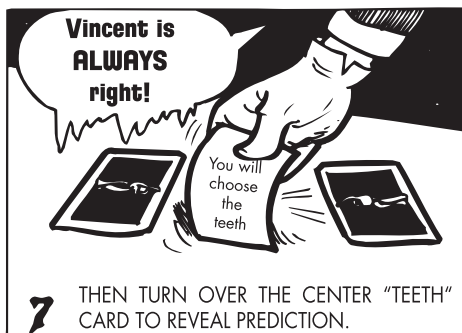


**5** ASK A VICTIM TO CHOOSE ONE CARD AND NAME IT OUT LOUD.

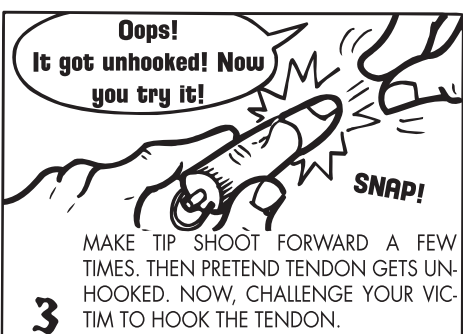
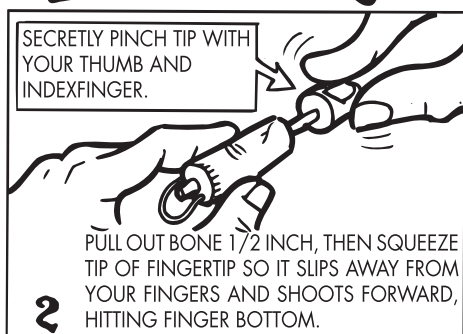
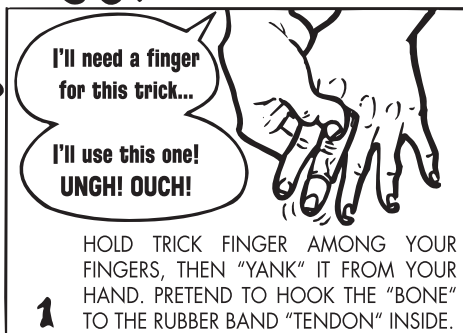
FOLLOW THE NEXT STEPS DEPENDING ON THEIR CHOICE...



**6** IF THEY CHOOSE THE TEETH, TURN OVER THE TWO SIDE CARDS ONE BY ONE.



FINGERTIP WITH "BONE" HOOK.  
FINGER BOTTOM WITH RUBBER BAND "TENDON"



TWO WAYS TO TRICK THEM WITH TEETH!

**YOU NEED** CHOPPERS, SECRET FLAP, PLATE OF CREEPY FOOD, PLATE WITH PEAS.

**SECRET FLAP**

**SETUP**

**SIDE A**

LAY THE "PEAS" PLATE FACE UP IN BOTTOM OF CHOPPERS (SIDE A), COVER IT WITH SECRET FLAP, THEN CLOSE CHOPPERS.

# Chilling

**DREADFUL DINNER**

**TRICK** - Place a plate of creepy food in the choppers, Remove the plate and all the food has been eaten except for the peas.

**SECRET** - The peas are hidden under a flap. When the choppers are flipped, the full plate gets hidden.

**My friend "JAWS" is hungry, so I'll feed him a heart, some worms and some peas.**

**1** PLACE CHOPPERS ON TABLE. POINT OUT PLATE OF CREEPY FOOD TO AUDIENCE.

**Open wide!**

**SIDE A**

**SIDE B**

**2** OPEN CHOPPERS FLAT, THEN LAY PLATE OF FOOD FACE DOWN IN SIDE B.

**SIDE B**

**SIDE A**

**3** QUICKLY CLOSE SIDE A ONTO SIDE B. THE FLAP SECRETLY FALLS INTO SIDE B.

**Chew your food well!**

**CHOMP!**

**CHOMP!**

**4** LIFT TOP OF CHOPPERS UP AND DOWN SLIGHTLY TO MAKE HIM CHEW.

**Let's see if you finished your plate...**

**5** OPEN CHOPPERS WIDE, TAKE FACEDOWN PLATE AWAY FROM CHOPPERS.

**He ate everything except the PEAS!**

**6** HOLD UP PLATE AWAY FROM CHOPPERS. TURN IT OVER FOR ALL TO SEE.

# Choppers

**TRICK** - A leg toast is placed in the choppers, an egg toast is placed in your pocket. The toasts change places mysteriously!

**SECRET** - There is a secret third toast with both a leg and an egg side it makes the audience think one toast is in the choppers when it's really in your pocket.

**TRICKY TOAST!**

**YOU NEED**

CHOPPERS, EGG ON TOAST, LEG ON TOAST, DOUBLE-SIDED TRICK TOAST.

**SETUP**

HIDE THE EGG TOAST IN ONE CORNER OF YOUR POCKET.

LAY THE LEG TOAST AND THE TRICK TOAST (WITH EGG SIDE UP) ON A TABLE NEXT TO TEETH.

LEG TOAST

TRICK TOAST



Secret leg side



DO NOT USE THE SECRET FLAP FOR THIS TRICK.

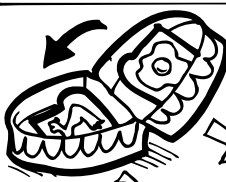
LAY LEG TOAST IN ONE HALF OF CHOPPERS.



THEN PLACE TRICK TOAST EGG SIDE UP IN OTHER HALF.



**1** POINT OUT LEG TOAST AND EGG TOAST. PLACE THEM IN CHOPPERS AS SHOWN.

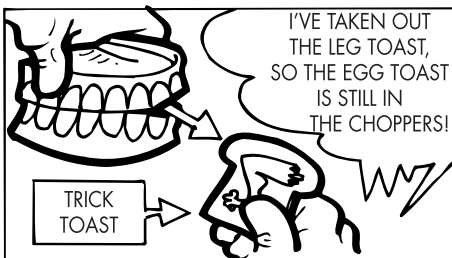


SIDE A

SIDE B

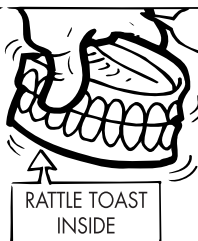


**2** CLOSE SIDE A ONTO SIDE B. THIS FLIPS OVER THE TRICK TOAST.



TRICK TOAST

**3** OPEN CHOPPERS SLIGHTLY, REMOVE TOP TOAST. SHOW LEG SIDE TO AUDIENCE.



The leg toast is now in my pocket. What is still here in the choppers?

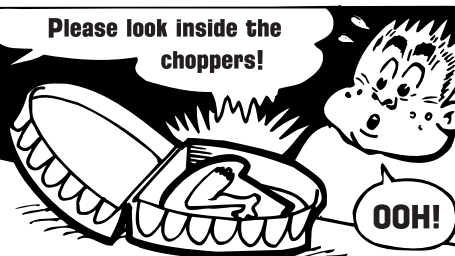
RATTLE TOAST INSIDE

The EGG toast?

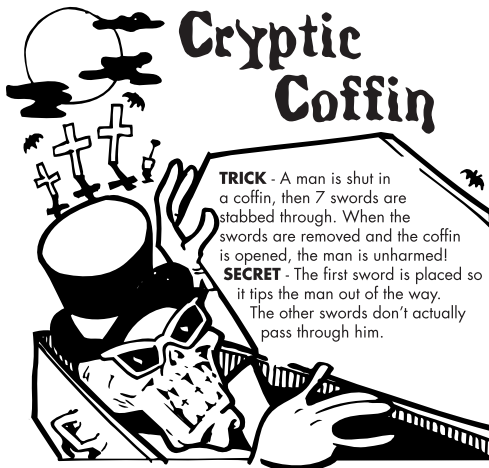
**4** PUT TRICK TOAST IN ANOTHER CORNER POCKET. SHAKE CHOPPERS SLIGHTLY.



**5** PULL THE REAL EGG TOAST FROM YOUR POCKET AND SHOW IT TO AUDIENCE.



**6** AUDIENCE LOOKS IN CHOPPERS TO FIND LEG TOAST. THE TOASTS SWITCHED PLACES.



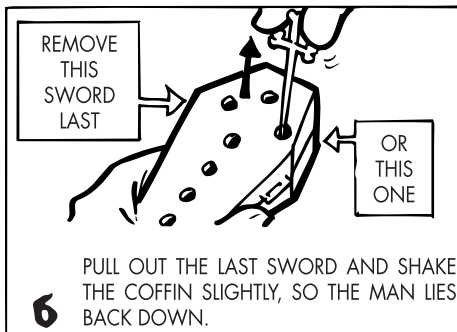
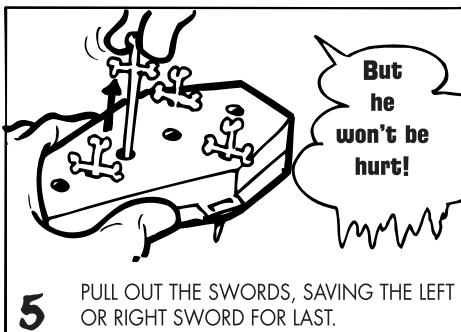
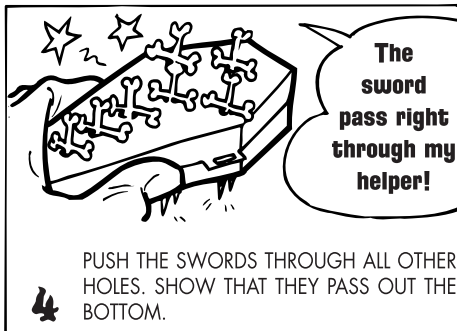
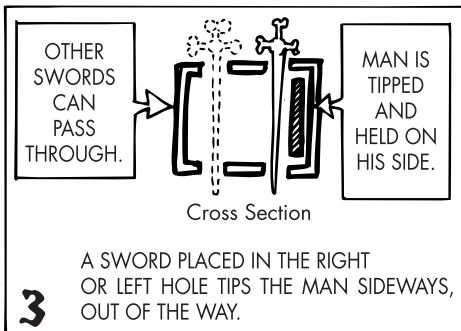
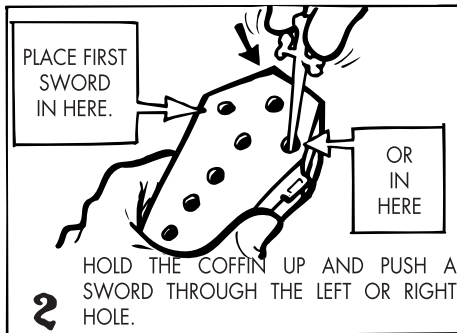
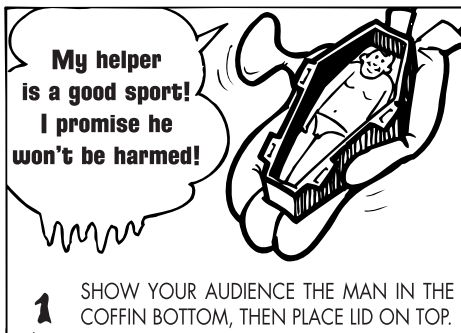
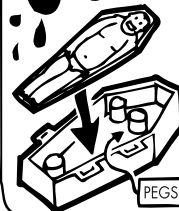
TWO HALVES OF COFFIN,  
COFFIN, 7 SWORDS,  
COFFIN MAN.

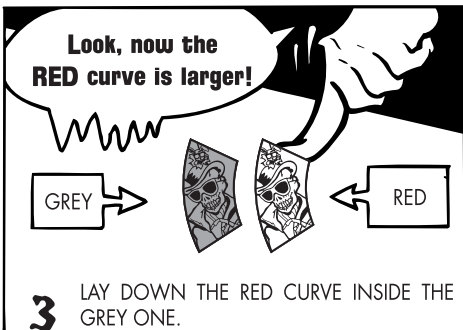
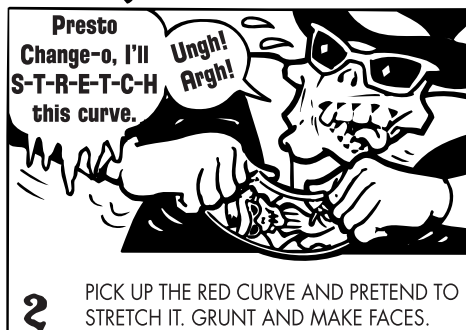
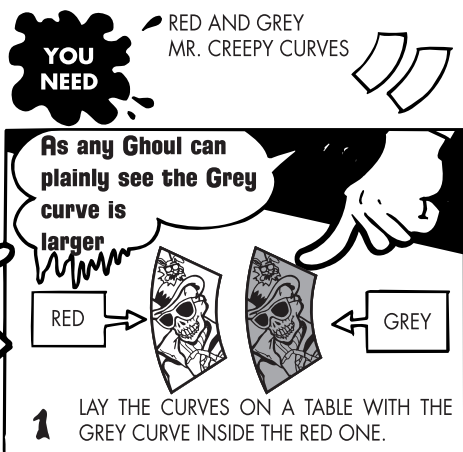
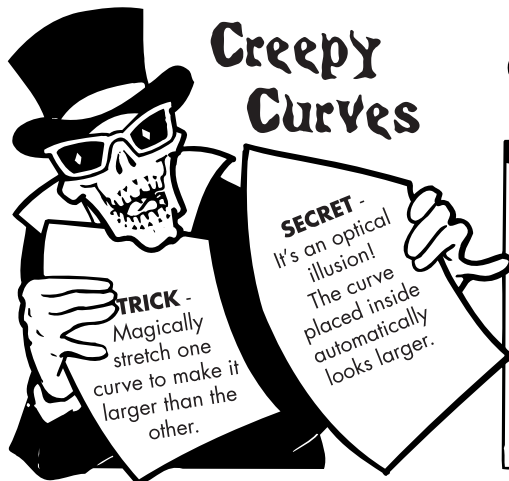
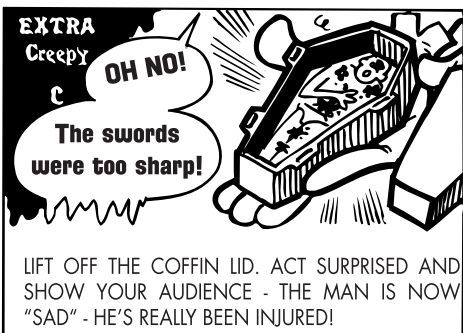
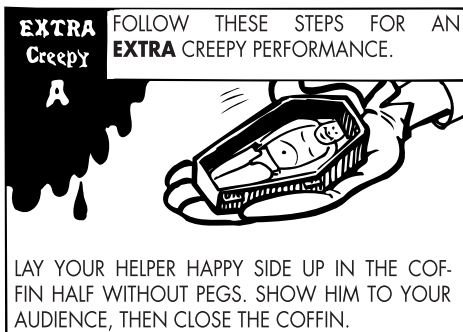
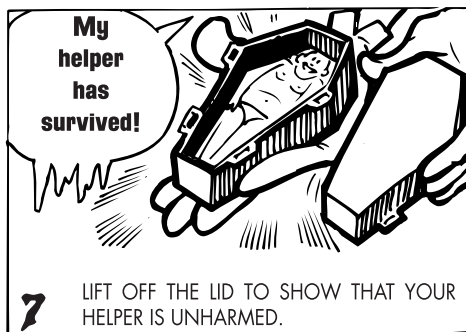


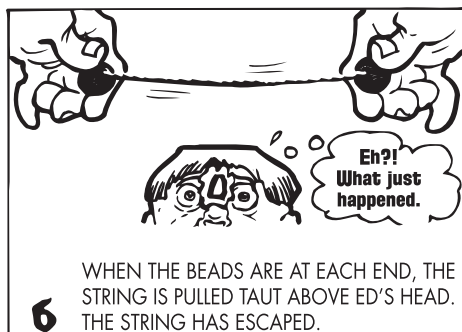
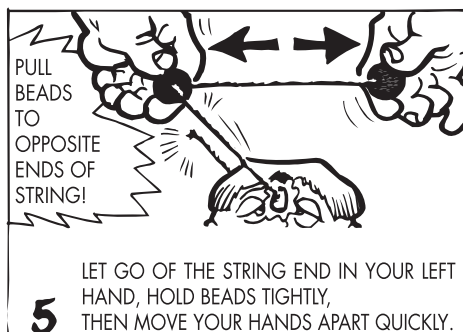
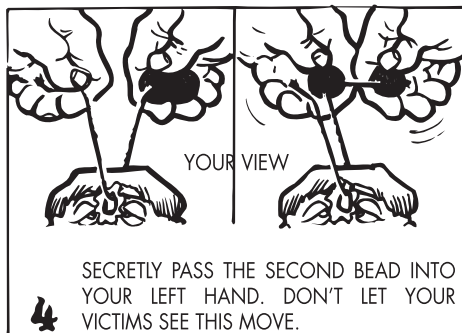
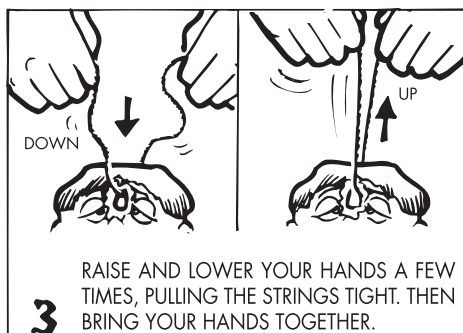
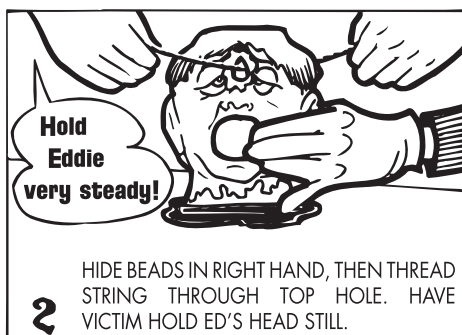
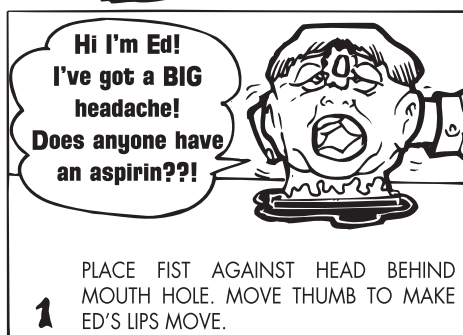
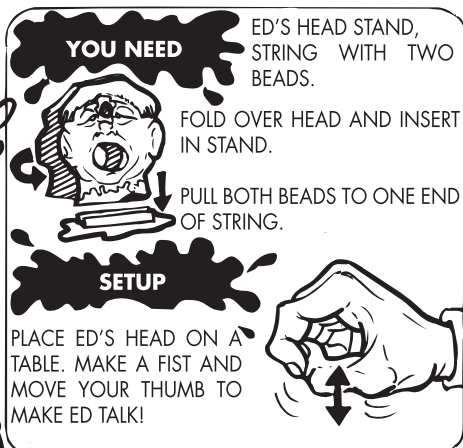
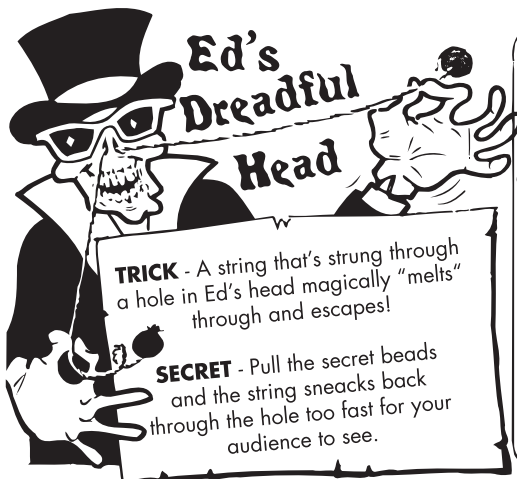
STICK "HAPPY" AND "SAD" COFFIN MAN STICKERS ON BOTH SIDES OF PLASTIC PIECE.

LAY THE MAN "HAPPY" SIDE UP IN THE COFFIN HALF THAT THREE PEGS.

THIS HALF MUST BE ON THE BOTTOM FOR THE TRICK TO WORK.





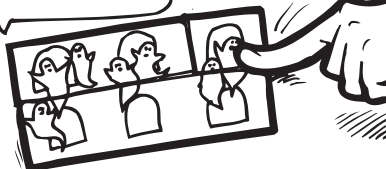




**YOU NEED** 3 GRAVEYARD PUZZLE PIECES, ONE SMALL GHOST PIECE.

**SETUP** ARRANGE PUZZLE PIECES ON A TABLE AS SHOWN IN STEP 1.  
HIDE SMALL GHOST IN POCKET.

There are **SEVEN** ghosts in this graveyard! They each need a place to stay tonight.



**1** POINT TO EACH OF THE SEVEN GHOSTS AND COUNT THEM OUT LOUD.

There are only **SIX** tombstones! There's only room for **SIX** ghosts. We need to find a place for the extra one!



**2** POINT TO EACH OF THE TOMBSTONES AND COUNT THEM OUT LOUD.

Let's see if that worked...



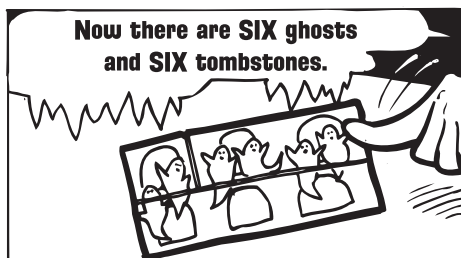
**3** PICK UP TOP PIECES TOGETHER AND FLIP THEM OVER, THEN FLIP THE BOTTOM.



**4** PRETEND TO PLUCK OFF AN INVISIBLE GHOST AND PUT IT IN YOUR POCKET.



**5** FLIP OVER BOTTOM PIECE, THEN FLIP OVER THE TOP PIECES SEPARATELY.



**6** COUNT THE GHOSTS AND TOMBSTONES OUT LOUD AGAIN.



**7** DRAMATICALLY PULL GHOST FROM POCKET AND LAY IT IN THE SPACE ON PUZZLE.

# devious dagger



**TRICK** - A sword is sliced between the front and back of the hand and both are bolted together. You make the sword pass through the bolt and escape.

**SECRET** - The sword secretly passes outside the hand. Your audience can't see the sword slip over the bolt and out of the hand.

**YOU NEED**

HAND,  
SWORD,  
HAND B BOLT  
AND WING NUT.

**SETUP**



FOLD HAND OVER,  
THEN BEND HAND INWARD,  
GIVING IT A SLIGHT CURVE.

BEND THE SWORD  
SLIGHTLY ALSO.



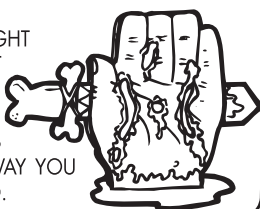
THIS MAKES THE SECRET  
MOVE EASIER TO PERFORM.  
STAND UP HAND IN STAND.

## PRACTICE: NORMAL POSITION

TOP VIEW



BACK VIEW



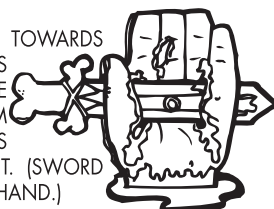
SLIDE SWORD STRAIGHT  
BETWEEN FRONT  
AND BACK LAYERS IN  
CENTER OF HAND.  
AUDIENCE THINKS  
THIS IS THE ONLY WAY YOU  
CAN INSERT SWORD.

## PRACTICE: SECRET POSITION

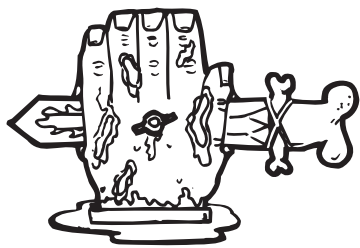
TOP VIEW



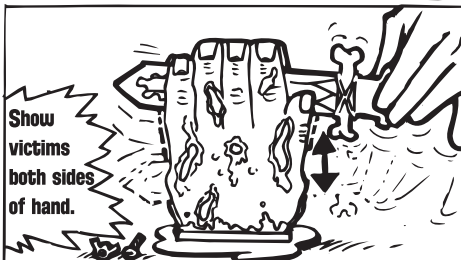
BACK VIEW



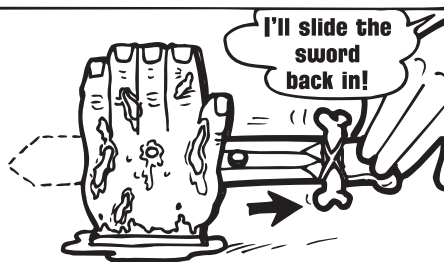
CURVE SWORD TOWARDS  
BACK AS IT SLIDES  
IN, SO IT EXITS THE  
FIRST SLIT IN PALM  
AND RE-ENTERS  
THE SECOND SLIT. (SWORD  
PASSES OUTSIDE HAND.)



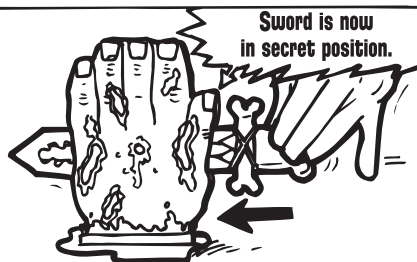
**1** SHOW THE HAND WITH SWORD BOLTED TO IT  
IN NORMAL POSITION. REMOVE NUT AND BOLT.



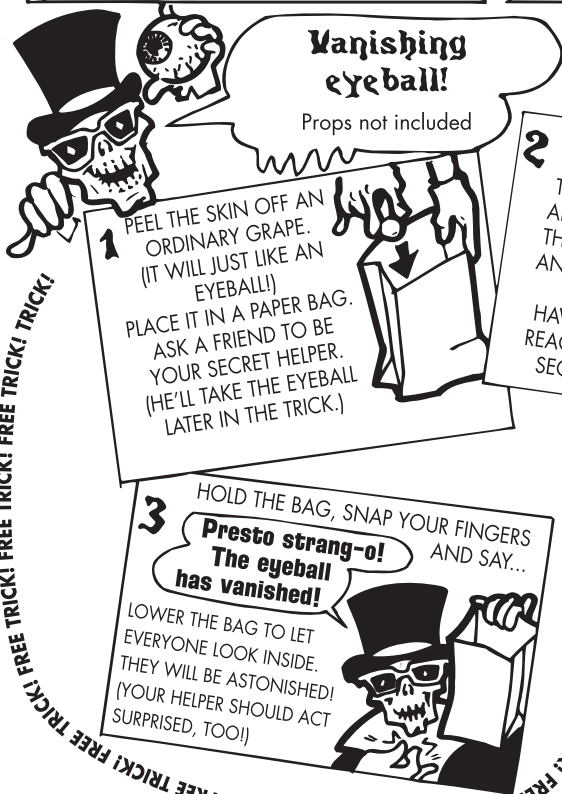
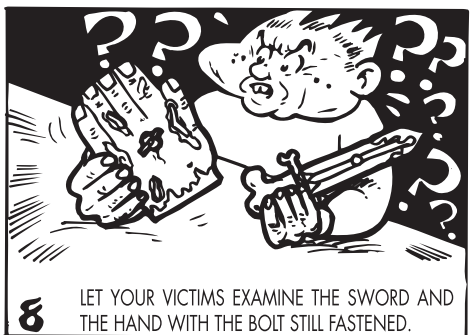
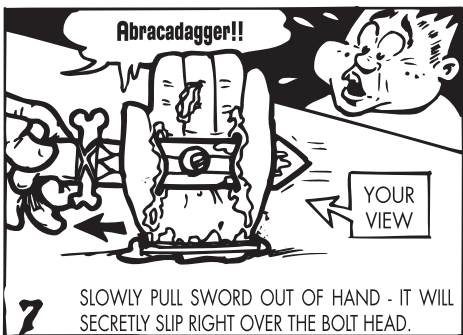
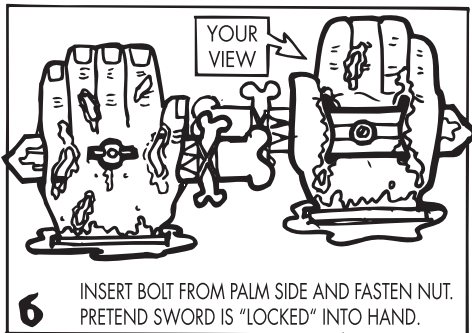
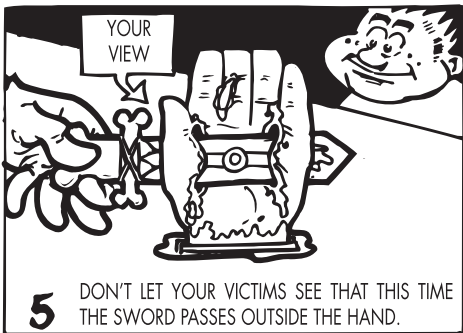
**2** SLIDE SWORD UP AND DOWN TO SHOW IT  
PASSES BETWEEN THE HAND'S TWO LAYERS.



**3** PULL SWORD ALL THE WAY OUT, THEN PUSH IT  
BACK INTO HAND IN SECRET POSITION.



**4** DO THIS MOVE SO IT LOOKS LIKE YOU'RE PUSHING  
THE SWORD BETWEEN THE LAYERS LIKE BEFORE.



**You  
Will  
Choose  
THE  
NOSE**

# Gory Guillotine

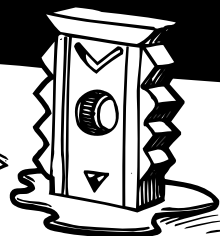


## YOU NEED

## SETUP

GORY GUILLOTINE, STICK "DANGER" STICKER AND BLOOD DRIPS TO FRONT OF GUILLOTINE.

BLADE SHOWS IN LOWER WINDOW.



- 1 PLACE GUILLOTINE ON THE TABLE WITH THE HANDLE PUSHED DOWN.

BLADE SHOWS IN UPPER WINDOW.



- 2 LIFT BLADE-PULL UP HANDLE QUICKLY SO NO ONE SEES THE BLADE TURNING.

JIGGLE HANDLE TO SHOW BLADE MOVING IN WINDOW.



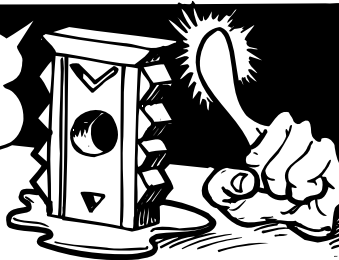
- 3 STICK YOUR FINGER THROUGH THE CENTER HOLE (OR USE A FRIEND'S FINGER).

AHH!!!  
TCHUNK!



- 4 IN ONE MOTION, PUSH THE HANDLE FIRMLY DOWN TO THE BOTTOM.

Who is next?



- 5 REMOVE FINGER AND SHOW THAT IT IS UNHARMED.

# Card Tricks

Use the set of Mr Creepy Cards 1-10.

## TAP THE BAT

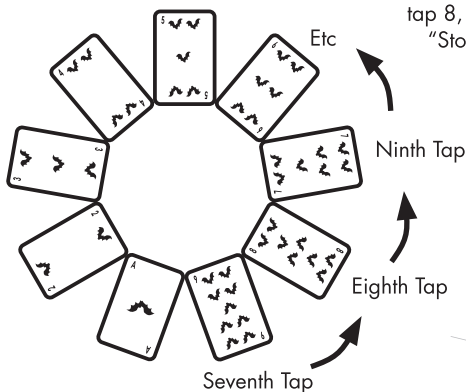
### YOU COUNT AS I TAP AND WE'LL MEET ON YOUR CARD!

Here's a knock-out trick that sometimes baffles both challenger and victim.

Deal a circle of cards from the Ace to the Nine, in clockwise order and have the victim pick and remember one of the numbers. Tell him you are going to slowly tap the cards in and around the circle. He is to count (to himself) one number to each of your taps, beginning his count on the number he choose. On the count of fifteen, tell them to say "Stop".

Thus, if he thinks of five, he begins his count on five and stops on fifteen.

So start tapping in the centre of the cards, then on the seventh tap move to the ring of cards and tap card number 9. You now start tapping in an anti-clockwise direction. Tapping on card number 8 on tap 8, card number 7 on tap 9, until the victim says "Stop", which will be the card they thought off.



## THE ONE IN THE MIDDLE

### USE JUST 9 CARDS

This one works all by itself. Just give the spectator his instructions and you will discover his selected card. Have him deal nine cards onto the table in three piles of three cards each.

"Pick up any pile and look at one of those cards. Remember it and shuffle your pack". Have him place his pack on top of one of the others. Cover it with the last pile. This puts his cards in the middle of the other two groups. "Please deal out three piles of three cards each". This is done as though he were dealing a game – one card to each of five players, then the second cards, and finally the third. Turn up the cards in all five rows "which row has your card?" No matter which he points to it will be the middle card in that row. To make it more interesting, hand him your business card. On the back you have written "It's the card in the middle".



## CREEPY CARD LIFT

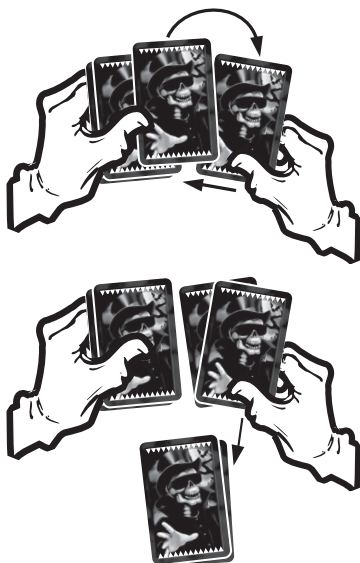
Spread six cards on to the table, face down. You will bet that by lifting only one card by its edges you can lift all six cards, so that Mr Creepy's face can be seen all at once. After a few people try and fail, arrange the cards as in the illustration.

### LIFT AT POINTS MARKED X

Place a single card face down vertically in front of you. The next card is placed on top of this one, horizontally (criss-cross). The other four cards are tucked or woven as follows. The next two cards are placed horizontally, one in front and one behind the first master card. They are now tucked under the master card. The last two are arranged vertically alongside the crossed card. These are then tucked under the horizontal cards and on top of the crossed card. Pick up the crossed card by its edges and you can turn the whole set over to show the faces.



## MR CREEPY DEAL ONE, DROP TWO



Arrange the cards Ace through Ten, in sequence with the Ace on top and the ten on the bottom.

"This is a little game, I will deal the cards onto the table one at a time. As I lift each card you will tell me whether to deal or bat a card. Each time I drop a card I will drop it on the table with the next one. I'll show you how it works.  
Are you ready?"

Begin to deal the cards, one on top of the other until you are told to "brop". Take the card you would have dealt and slip it directly under the very next top card. Lift both of them off the deck and drop them onto the cards on the table.

Continue to deal one and drop two, or deal as the victim requests. When finished, pick up the cards on the table and go through the procedure again. When you have done this twice, you will ask "shall we do it once more or are you satisfied that the cards are mixed up?" No matter what the reply, you announce "I think we ought to check". Turn all the cards face up. They are still in their original sequence.



## SHUFFLE 10

### ONE WAY

Arrange the cards so that all of the pictures on the backs of the cards are the same way. When the spectator picks a card and removes it from the pack, secretly turn the cards around so that when the spectator replaces his card back into the middle of the pack, it will be the only card facing the other way. Shuffle the cards, keeping them all in the same direction. The spectator's card will be easy to find because it is the only card turned around in the pack.

Shuffle the 10 cards. Have someone choose any card and remember it, then have them place it back on top of the deck.

Take the 10 cards behind your back and flip the top card over so the card face is facing up. Bring the pack back in front of you facing the audience with the bottom card facing them (and the original top card that they chose facing you).

Ask them if this is the card he/she chose. They will say no.

Place the pack once again behind your back and flip the top card back over face down and place it anywhere back into the pack.

Bring the cards back out in front of you, shuffle them or allow someone in the audience to shuffle them for you. Now that you know their card you can search through the pack in any fashion you want and easily pick out their selected card.

**NOTES:** Practice this trick before performing. It's easy to get confused on how a card trick works just from reading about it.

## CREEPY DEAL

Write a prediction on a piece of paper. The spectator takes the 10 cards and holds them face down. He then deals 3 cards, one by one, from the top of the pack to the bottom (keeping them face down). The next card (the fourth card) he turns face up. He then deals this face up card to the bottom and continues to deal another 2 cards to the bottom (3 cards total), then the next card he turns face up. He repeats this procedure 9 times, and as he is dealing the cards, more and more cards are becoming face up. After 9 times of dealing 3 cards to the bottom and turning the next card face up, there will be only 1 card remaining face down. Show the audience the prediction you wrote on the paper. When the final face down card is turned over, it is exactly the card you predicted!

**SECRET:** The top card will always be the final card. Before you start the trick, have the spectator shuffle the cards. Then take the cards back and explain what you want him to do, demonstrating dealing 3 cards to the bottom and turning the next card face up. Make sure all the cards are now face down, give the cards a quick mix and secretly read the marked top card of the packet (see pic). Hand the packet of cards (face down) to the spectator and tell him to hold the cards while you write down a prediction. Write down the number of the top card that you just secretly looked at. Now you are already to have the spectator start dealing and the trick will automatically work!

**Number card has a rounded point**

12345

123





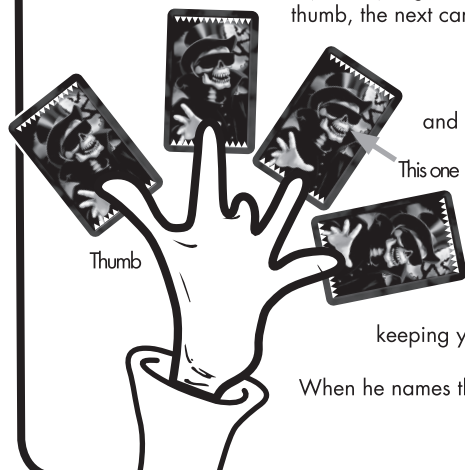
## CREEPY FINGERS

The victim chooses one of four cards. Each card is placed under one of the victims's fingers. The victim can lift each finger freely but due to a mysterious magnetic effect, they cannot lift the finger that contacts the chosen card.

**METHOD:** Remove any four cards from the deck. Let the victim choose one, show it to the others and place it face down on the table. Drop the other three cards face down on top of it.

State that you will mix the cards. Take the top card off the pile and place it under the pile. Take the next card and put it face down on the table. Place the next card under the pile, and the next on top of the card of the table. Place the next card under the pile and the next card on top of the pile on the table. Place the last card on top of the pile on the table.

Ask the victim to place his right hand, palm down on the table with the fingers outstretched. Then have him curl the second (middle) finger in under the palm. Slip the top card of the packet under his thumb, the next card under his first (index) finger, the next card under his third finger and the final card under his little finger.



Remark that there is a magnetic force between his card and his hand. Tap the victims's thumb. Say, "Lift your thumb", the spectator has no trouble doing this.

Tap his first finger. Say "Lift this finger" he has no trouble doing so.

Now tap his third finger. Say "Lift this finger" he will find it difficult or impossible to lift this finger. Say "the force is keeping you from lifting your finger. What card did you choose?"

When he names the card, slide the card out from under his third finger. Turn it over to show it is the chosen card.



## CREEPY 'SPELL'ING



Using the ♠ Ace through ♠ 7, the magician spells out the cards in order. The spectator will find it difficult or impossible to duplicate the feat.

**THE METHOD:** Arrange the ♠ Ace through ♠ 7 as shown below, with the ♠ 2 on top of the pile, the ♠ 3 next, and so on to the ♠ 7 at the bottom.

Hold the pile face down in the left hand.

Say to the audience, "once I took a spelling test. This is how it turned out".

Spell "A - C - E" out loud. As you do, transfer a card from the top of the pile to the bottom for each letter. When you finish, say "Ace" and turn up the top card of the packet.

It will be the ace. Place the ace face up on the table.

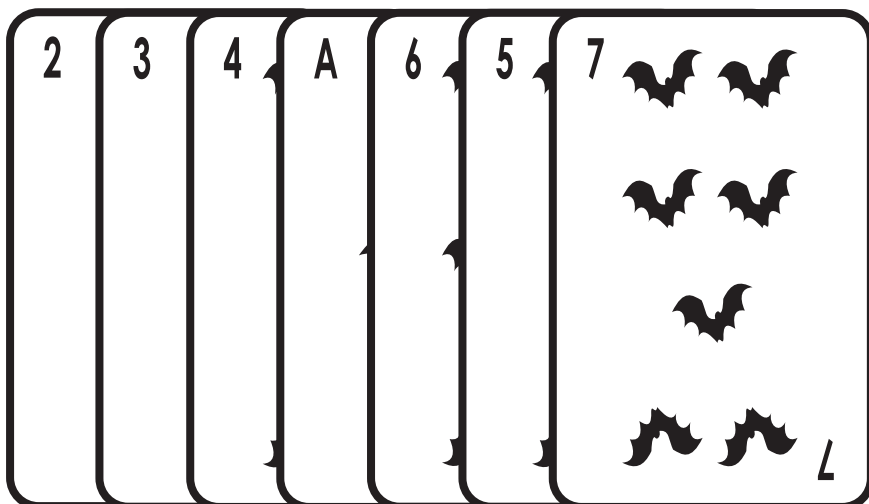
Spell "T - W - O" out loud, dealing one card at a time, one for each letter from the top of the pile to the bottom. When you finish say "Two" and turn up the next card to reveal the two. Place the two on the table.

In the same way spell each of the remaining cards ("THREE", "FOUR", "FIVE", "SIX"). In each case deal a card from top to bottom for each letter you spell, turn up the next card and reveal the card you just spelled.

After spelling the ace through six, you will have one card remaining in the hand.

Say "and that leaves the seven" turn up the last card to show the seven.

Say to the spectators, "would you like to try?" If they do not know the setup, the spectators will find it difficult to duplicate the feat.



# MR CREEPY TEN CARD DOWN AND UNDER DEAL



## THE TRICK

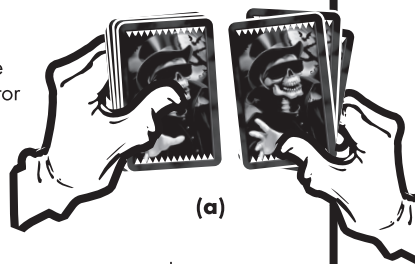
A group of cards is mixed by the spectator so that the magician does not know the order. The spectator thinks of one of the cards. After the magician cuts the cards, the spectator is asked to do the "Down & Under Deal". The last card remaining in the spectator's hand turns out incredibly to be the selected card.

**THE SECRET:** No special arrangement of cards or special cards is necessary, but an interesting mathematical principle is at work.

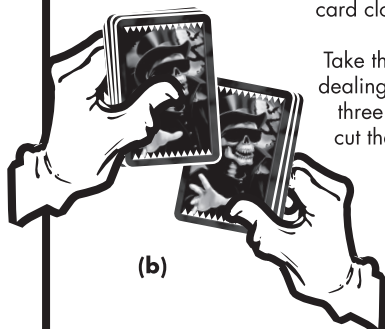
## THE METHOD

You will need: A pack of ten Creepy Cards.

Tell the spectator "I know a special way to shuffle, it's called the Australian shuffle or the Down and Under Deal". Have the spectator mix the ten cards facedown. The spectator then fans the cards between his or her hands, looking at their faces. The spectator mentally selects a card but does not reveal which one he or she has chosen. Next the spectator is told to remember the card as well as the card's position in the packet. The card farthest from the spectator (the bottom card) is in position number one. The card closest to the spectator (the top card) is in position number ten.



(a)



(b)

Take the cards back, square the pile, and hold them facedown in the dealing position (a) allow the spectator to watch as you spread the top three cards into your other hand without changing their order, or (b) cut them to the bottom of the pile. In the same way, spread and cut the next three cards to the bottom.

Ask the spectator to tell you what the position of his or her card was but not to reveal the name of the card. As soon as the spectator responds, countdown that number from the top and show the card to the spectator. For example, if the position number is six, count the six top cards without changing their order and show the sixth card to the spectator. It, of course, will not be the selected card. Place the six cards under the packet. Believe it or not, this manoeuvre has placed the selected card so it will be the last card after the Down & Under Deal.

Now hand the cards to the spectator. The Down & Under Deal is so named because the spectator is told to deal the first card onto the table and place the next card under the pile. The spectator continues this alternating dealing procedure until all of the cards, except the last one, in the spectator's hand, are in a pile on the table, or the last card remaining in the spectator's hand will be the selected card!



