THE PERSISTENT JOKER
by Tom Sellers

Give your audience a break from the usual “take-a-card” tricks with this entertaining comedy card routine. Using a small packet of cards, you start spelling out cards in the usual manner, however every time you hand the cards to a spectator to try - he gets the Joker! Each time he does, you immediately take the cards back and successfully spell to the card. The effect and comedy build as the spectator fails over and over - until he is finally left holding just the Joker. Now get this, the entire effect is virtually self-working and uses only regular, ungimmicked cards. No sleights. No extra cards. And no dodgy moves whatsoever. What’s more, this is one of those rare card tricks that be used for any size or type of audience using poker-size playing cards up to jumbos for optimum visibility on stage. It’s also one you’ll master in minutes!

SET-UP
You’ll require the Ace through Nine of any suit and a Joker. Arrange this packet in the following order:

3 - 5 - A - 7 - 9 - 2 - Joker - 8 - 6 - 4

When you’re done, the Three will be on top of the face down packet and the Four will be at the bottom. That’s it! You’re ready to go.

HANDLING
While there are no sleights, you must keep track of the cards as you are spelling and remember two simple rules. The first rule is that whenever YOU successfully spell a card, that card is set aside face up on the table. If you’re working on stage, these cards can be placed on an easel, etc., so the audience can see them. The second rule is, whenever the spectator turns up the Joker, it is placed back on top of the packet.

If you follow these two simple rules the rest is easy.

Take the cards, one at a time, from the top of the packet and place them on the bottom as you spell. Begin by spelling A-C-E, show the Ace (on the last letter) and lay it aside. Spell T-W-O and lay the Two aside. Spell T-H-R-E-E and lay the Three aside.

Now hand the packet to the spectator and tell him to spell F-O-U-R. He will get the Joker. Take the Joker from him and place it on top of the
pack. (Remember, every time the Joker turns up replace it on top of
the packet). Now the YOU spell F-O-U-R and lay the Four aside.

Ask the spectator to spell F-I-V-E and he will get the Joker. Now you
spell F-I-V-E and lay the Five aside.

Ask the spectator to spell S-I-X and he will again get the Joker. Now
you spell S-I-X and lay the Six aside.

IMPORTANT: After Six, you do not hand the cards immediately back to
the spectator, instead this time, you also spell S-E-V-E-N and lay the
Seven aside.

Now hand the cards back to the spectator and ask him to spell
E-I-G-H-T and he again gets the Joker. You spell E-I-G-H-T and lay it
aside. Ask the spectator to spell N-I-N-E and he gets the Joker once
more. You take the two remaining cards and spell N-I-N-E which you
obtain. You now show everyone the last card, the Joker, as you hand
it to the spectator.

PATTER
Best delivered tongue-in-cheek

“This next trick is quite demanding...I need the assistance of someone
who actually knows how to spell? I don’t suppose there’s anyone like
that here tonight, is there? Oh very good, a room full of over-
achievers. Guess I’ll take my pick.”

“The premise of this trick is quite simple really. Watch. I spell the
name of a card, for example, ACE...A - C - E...and I get the Ace! If I
spell T-W-O...T - W - O...I get the Two! THREE...T - H - R - E - E...and
I get the Three. Simple, right?”

“Here you try it, move one card from the top to the bottom for each
letter, and the last letter will be the card you are spelling. What
comes after Three?” (Spectator says Four). “Wow, you are good, glad I
chose you.” (Spectator spells Four and turns up the Joker. Take the
cards and Joker back, returning it to the top of the packet.) “The
Joker? That’s not right. Let me try it.” (Spell Four and get the Four).
“Good, it seems to be working again.”

“I’m sure that last card was just a temporary set back. You’ll get it
this time. Spell Five.” (Spectator spells Five and turns up the Joker.
Take the cards and Joker back, returning it to the top of the packet.)
“Well that’s unusual, never saw that happen twice, you seem to have
got the Joker again. Let me try...FIVE...F - I - V - E...and there it is, the Five. Simple really.”

“Surely, the Six will hold no challenge for you. After all, it’s only three letters. Go ahead and give it a try.” (Spectator spells and gets the Joker. Take the cards and Joker back, returning it to the top of the packet.) “I’m almost embarrassed to do this SIX...S - I - X...and it’s the Six. You know what, maybe it’s the order we’re doing this in, so rather than you doing Seven next, how about if I do it? SEVEN...S - E - V - E - N” (turn up the Seven on cue) “...nope, it’s definitely you.”

“I think the cards are back in sync for you now.” (Spectator spells Eight and fails, take cards back, placing Joker on top and successfully spell Eight. There are now two cards remaining. Have spectator spell Nine and fail. You succeed and turn up the Nine - leaving one card, the Joker, which you show and hand to the spectator with a smile.) “This one is obviously yours.”

Have the audience give your helper a big round of applause for being such a good sport. Selecting a helper who will “play along” and doesn’t take himself too seriously, will help you get the most from this routine.
Without any false moves, a finger ring, Chinese coin or even a metal washer magically links itself onto a loop of previously examined, knotted string or cord. All may then be passed for examination. In this 6-page eManuscript, we walk you through Kaps’ handling with concise, easy-to-follow instructions and color photos. Just a few easy moves accomplish Kaps’ artistic and visual miracle!

The Itinerant Mystic Series
Unlock secrets from mentalism’s past. The Itinerant Mystic is the new Trickshop.com series on the early traveling mediums and psychic readers who went from city to city plying their trade. In addition to revealing how these mystics set up shop and promoted their business, it also explains the closely-guarded methods behind their readings – information you can put to work in your own readings and other effects.

VOLTA’S MASTER METHOD
Add one of the most powerful thought-reading weapons ever devised to your mentalism arsenal. Originally developed by Burling Hull for his Q&A act performed at posh supper and nite clubs, the Volta Master Method remained one of his most closely-guarded secrets for many years. Today, it is used by mentalists for everything from Q&A presentations for large groups to private, one-on-one readings.

FRED KAPS’ RING ON STRING
Without any false moves, a finger ring, Chinese coin or even a metal washer magically links itself onto a loop of previously examined, knotted string or cord. All may then be passed for examination. In this 6-page eManuscript, we walk you through Kaps’ handling with concise, easy-to-follow instructions and color photos. Just a few easy moves accomplish Kaps’ artistic and visual miracle!

Almost Real Prediction
Download our eManuscript on Jack London’s legendary, original add-a-number effect. Plus, BONUS section added with five additional London presentation ideas!

DIY CARD GIMMICKS
Clever, easy-to-construct, proven card gimmicks for forcing, card control and location. None take more than a few seconds to make. Plus, we’ve even included an improved “Card to Anywhere” forcing gimmick that vanishes the selected card without a trace immediately after it is selected (no palming, no suspicious moves) – a card you are free to reproduce from virtually anywhere – under a drink, in your wallet, or a spectator’s pocket or purse.

Air Tight Prediction
As seen at Mel Mellers’ Blackpool lecture! Now you can perform one of today’s hottest mentalism effects with ease! Audience members choose different features of their dream vacation. The answers they provide are ultimately discovered to match those written on your prediction slip – a slip which was sealed inside a balloon and safeguarded by a spectator from the start of the presentation.

The gimmick? You’re looking at it!
THE MENTALIST’S PAD
At last, an impression pad that defies detection. The Mentalist’s Pad is an ordinary looking writing tablet that can be handled freely, yet will capture a clear impression of anything a spectator writes or draws. And while it rivals any well-made clipboard in terms of performance and deceptiveness; our innovative, new device costs just a few dollars and takes less than 15 minutes to construct. Use it for pre-show work, design duplication, and much more.

“Just bought ‘the Mentalists Pad’ from you. Brilliant, really love the concept...”
– Mr Paul Sharp, President, Derby Magic Circle, UK

The Princess Card Trick
Ultra-clean handling for Henry Hardin’s mental card miracle. Four cards are taken from the top of the deck and displayed in the hands. They are shown one at a time and a spectator is asked to mentally select one. You now look at the faces of the cards and after concentrating intently for a moment, you place one card in your pocket and the other three cards on the table. After naming his thought of card, the cards on the table are turned up and his mentally chosen card is not among them. You immediately withdraw his thought of card from your pocket.
“CardSource features the slimmest, lightest index that I’ve ever seen allowing you to present many different effects – quickly! Supplied complete with cards, index and a very well produced manuscript this is the stuff that reputations are made of. Highly recommended.” – Mr. Duncan Trillo, MagicWeek.com

CardSource
CARD INDEX SYSTEM
Designed with today’s performer in mind, CardSource puts one of magic and mentalism’s most powerful secret weapons at your fingertips – the card index. With CardSource, you’ll be able to quickly and covertly acquire a duplicate of ANY card selected, named or even thought of by a spectator. CardSource takes just seconds to deliver any card. No fumbling. No guesswork. Just the precise card you need, at the moment you need it.

“...a great version of the ‘any card at any number’ effect...”
– MentalismUK

Seven Keys to Baldpate
Now you can perform Annemann’s famous “Seven Keys to Baldpate” without switches, extra keys, gaffed locks, change bags, special envelopes, or any other gimmicks whatsoever. In fact, our new streamlined handling uses ONLY an ordinary paper bag, a genuine padlock and seven keys; one of which opens the lock and six that do not. That’s it! The same properties you would use if you actually had ESP and were able to do the effect for real! We supply the color photo-illustrated eManuscript, you supply the lock and keys; which will run you about $16 at your local hardware store.

“Just a note to tell you how much I like your take on ‘7-Keys’. It is brilliant, and renders obsolete so many other, more complicated gaffed-up versions. This is the one I’ll perform this season. Excellent work, great price...a true bargain. Keep up the good work.” – Mr. Tom Jorgenson, USA

ILLUSION BOOKS
Whether you need a single illusion for your club act or are interested in putting together a complete stage illusion show...
- Victory Carton Illusions
- Modern Illusions
- Illusion Secrets
- Modern Levitations

VIPER MENTALIST’S FOLDER
Like the PEEK WALLET, the PEEK FOLDER can be an invaluable weapon in any mentalist’s arsenal, especially for private readings; since it enables you to see anything a sitter has written down...under fire and without any false moves or billet switches. We show you how to quickly and easily construct yours with just a few inexpensive items. Complete with template and performance instructions.

“An excellent manuscript, this very clean demonstration of Extra Sensory Perception is clearly presented (and easy to do!). Top stuff, with real attention to detail as always, from www.trickshop.com.” – MagicWeek.com

You and a spectator each begin with a standard set of five different ESP symbol cards – Circle, Cross, Wavy Lines, Square and Star. The spectator pockets one of his cards and then, one by one, attempts to match each card you lay face down on the table by placing one of his own symbol cards face up on top of it. When the cards are finally flipped over – the symbols of every pair match exactly, including your last card and the spectator’s pocketed card! Use standard ESP cards or regular playing cards. Everything can be examined at the end. 19-page, photo-illustrated eManuscript; which includes David Britland’s original “Zennerism” routine, plus ESP symbol artwork.

Seven Keys to Baldpate

Still More Miracles in Mentalism
Imagine for a moment ribbon spreading a deck of cards face up on the table. All of the cards are different and fair. The spectator is asked to push forward any one card and leave it face up on the table. This card is covered with an ashtray or drink to prevent anyone from touching it until the incredible climax that reveals the selected card is the only one with a different color back! And NO the selected card is not switched in any way and YES the audience gets to see both the fronts and backs of the cards (no gaffs are used). Plus, you end completely clean! The effect is Sid Solomon’s original Undue Influence, a devastating card effect that is as strong as ANY ever conceived; and it is just one of over 40 effects in this outstanding compilation of practical, yet powerful mentalism miracles. 86 pages.

NUMEROLOGY PROFILE WORKSHEET
Give an impressive Numerology reading, even if you’ve never done one before! In fact, with just a name and birth date, you’ll be able to give anyone a personalized and flattering reading, and leave the person with a prediction for their future.
THE SIMPLY DECEPTIVE CARD MAGIC OF JOE BERG

Joe Berg, the inventor of the Ultra-Mental (Invisible) Deck and many other effects, believed in the deceptive power of simplicity. His unique brand of card sorcery was no exception - mind boggling effects that relied upon subtlety and artifice rather than difficult sleights. In this new compilation from Trickshop.com, we are pleased to bring you over 20 amazing tricks with pasteboards - card changes, transformations, revelations, predictions, and more, that will leave your audience scratching their collective noggin!
One of the most remarkable mentalism books ever published, written by "Alexander." More than just a collection of entertaining anecdotes, this book contains complete explanations of the methods as well as detailed diagrams of the equipment used by crystal gazers, clairvoyants and mediums of the period. Plus, numerous mentalism effects, several major stage illusions, escapes, and much more. Completely re-typeset, profusely illustrated, 174 big pages.

**EpiCard**

**PREDICT VIRTUALLY ANYTHING...**
people, places, numbers, colors, dates, playing cards, you name it! An elegant solution for today's sophisticated mentalist, EpiCard uses just calling card-sized, numbered cards, envelopes, and wine glasses (which can be borrowed). Plus, you end COMPLETELY CLEAN.

**Top Secrets of Magic**

Top Secrets of Magic features complete routines with cards, coins, rings, balls, matchbooks, safety pins, and more; as well as an outstanding, multi-faceted close-up mindreading routine with blank business cards. There's even a two-person mentalism routine you can teach a partner with a minimum of time and effort. Plus, J.B. Bobo's easily constructed Ambitious Card gimmick and routine; which J.G. Thompson considered to be the most astounding he had ever seen, is also included in the section on cards.

**The Life and Mysteries of the Celebrated Dr. Q**

One of the most remarkable mentalism books ever published, written by "Alexander." More than just a collection of entertaining anecdotes, this book contains complete explanations of the methods as well as detailed diagrams of the equipment used by crystal gazers, clairvoyants and mediums of the period. Plus, numerous mentalism effects, several major stage illusions, escapes, and much more. Completely re-typeset, profusely illustrated, 174 big pages.

**Ultra Koran Deck**

Reveal the identity of a card merely looked at by a spectator. As impossible as it seems, apart from fanning the cards at the beginning of the effect, you never need touch or go near the deck again!

Decks also available by mail.

**Perform Miracles with Any Deck!**

Unleash the potential of magic's most powerful card control system. In Si Stebbins Unplugged, you'll learn how to perform mind-boggling magic with any deck – even if you're a newcomer! Best of all, it will be a deck that you can use not just for one trick, but for an entire performance of entertaining, commercial card magic effects. And when you're done, the deck can be examined! Clear explanations and over 50 photographs detail every aspect of the system – from basic handling to innovative concepts and techniques designed to elevate your work into the miracle class.

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Learn how to construct Nelson's famed Mental Gimmick, an Impression Playing Card and much more!