This easy-to-perform trick is self-working and requires no magical skills. There are four parts to the trick. Although it’s easy to perform, it incorporates some clever mathematical ideas, yet requires no calculation. You can lie about your answers, and the trick will still work. You might even fool yourself the first time you try it! To see a video explaining this trick, go to: http://tinyurl.com/mwafsfe

Part 1: COLOR

Begin dealing cards into a single pile to spell out the color of your card (your choices are “R-E-D” or “B-L-A-C-K”), dealing one card for each letter. For purposes of explanation, we’ll use my card, which was a diamond (But as we’ll explain in the next step, you could lie and spell B-L-A-C-K). For now, let’s be honest and spell “R-E-D”, beginning by dealing one card for “R”. Then I deal a second card for the letter “E”.

Deal seven cards face down on the table, as shown. (It doesn’t matter what order you deal in.) Look at and remember the card shown by the red arrow. That will be your card. (My card happens to be the Ace of Diamonds).

Leave your card face down on top of the center pile. Pick up the left-hand pile and drop it on the center pile.

Pick up the center pile and drop it on the right-hand pile.
Before we go on, I want to make an important point. This trick is an example of a so-called “liar-speller” trick, meaning that you can lie at any step of the trick, and the trick will still work! For example, you could have spelled B-L-A-C-K instead of R-E-D in the last step, if you had wanted to: the trick will still work and the packet will magically “find your card”.

Let’s keep going: I’ll be sneaky in the next step and lie!

Onward!
Part 2: SUIT

Part 2 is just like part 1, except you’ll be spelling the name of your card’s suit (D-I-A-M-O-N-D-S, C-L-U-B-S, H-E-A-R-T-S-, or S-P-A-D-E-S), one card per letter, onto a single pile, just as before. (If you spell C-L-U-B-S, be sure to pluralize it, or the trick won’t work! If performing this for someone else, be sure they pluralize CLUBS.) My suit was Diamonds, but I’m going to lie and spell S-P-A-D-E-S! Once again, after you’re finished spelling, drop any remaining cards onto the pile as a group! (If you spell D-I-A-M-O-N-D-S, by the way, you’ll run out of cards after “DIAMOND”, which is fine.)

Part 3: VALUE

Part 3 is similar to the last two parts, but this time you’ll spell the value of your card (e.g., “ACE”, “SEVEN”, etc.), one card per letter, into a single pile. My card was an Ace, so I’ll tell the truth this time and spell A-C-E, one card per letter into a single pile. Then I’ll drop the remaining cards as a group onto the pile. (Again, if you want, you can lie and spell another value, such as E-I-G-H-T!)
Part 4 is the grand finale! For this part, spell “T-R-U-E” if you’ve been telling the truth all along, “L-I-E-S” if you lied all along, and “B-O-T-H” if you sometimes lied and sometimes told the truth. Again, you’ll make a single pile, and drop your remaining cards as a group on the pile. (You can even lie about whether you lied!) Now say, “Wow, this is a great trick, because the top card of this pile is my card!” Take a look -- it will be your card!

Some background on this trick, and why it works

This trick is based on David Solomon’s seven-card version of Jim Steinmeyer’s original nine-card trick (with some handling by Mark Minton). The trick is based on the “Liar-Speller” concept developed by Martin Gardner.

The trick works because, as mathematicians say, it is totally “deterministic” -- that is, the outcome is predictable, because your chosen card is always in a predictable place, even though you don’t always tell the truth.

In the beginning, after completing the first part of the trick and assembling the three piles, your card will be third from the top. Then, after completing Part 1 by spelling the color of your card and dropping the remaining cards as a group on the pile, your card will always move to third from the bottom, whether you spell R-E-D or B-L-A-C-K. (Try it and you’ll see. A good way to see how this trick works is to turn your chosen card face up and follow it as it moves around in the packet.)

Next, in Part 2 (SUIT), spelling any of the four suits moves your card back to third from the top. And in Part 3, spelling any VALUE for a card will move your card back to third from the bottom. So the card simply shuttles back and forth throughout the trick to one of two locations.

For the finale, you offer the spectator a “forced” choice, since TRUE, LIES, and BOTH are all four letters long. After they spell four cards, then drop the remainder as a group on top, their card will be on top! Try this trick on the phone with someone -- it’s a fooler!

Many of the principles here are related to procedures used by computer programmers to move pieces of data around in “stacks”. In this trick, you are repeatedly inverting the order of a string of cards in a predictable way (even though parts of the chain of data do get out of order -- but these are so-called “don’t-care” conditions.) Who would have thought that a simple card trick could illustrate a concept in data processing?

- Chris Morgan

(P.S: It’s important that, after each spell, you drop the remainder of the cards onto the pile. Although this is really only necessary for the grand finale, it’s good to get in the habit of doing this throughout the trick. If you’re performing this for a spectator, make sure they do everything correctly!)