

A Supreme British Exclusive (by arrangement with  
Hank Lee's Magic Factory, U.S.A. - 1975)  
Phil Goldstein's ICE DICE.

Numbers thrown with a set of "invisible" dice create some amazing occurrences with a deck of cards, including the location of a selected card.

Dice included

This is an adaptation of a Nick Trost variation on a Stewart James origination. Our version involves a pair of clear plastic cubes, provided with these instructions. You will also need a deck of cards. This is stacked: the top card is a queen, the next a jack, then a ten, and so on down to the ace.

Have a card selected (from the portion of the deck below the stack). As you spread the deck for the card's return, count to the twelfth card. Break the deck at this point, and have the card returned there, so that it is now thirteenth from the top.

Bring out the cubes, but call them "dice", as if they had spots on their sides. Have them examined, "to make sure that they're legit, and not loaded or anything." Ask a spectator to roll one "die", and to call out the number he rolled. When he does this, peer at the cube and say, "Well, I guess I'll take your word for it." This will get a laugh. Let's say for example that the first spectator claims to have rolled a four.

Have a second spectator roll both "dice", and call out his total. Let's say he calls seven. You'd say something like, "Is that a six and a one, a five and a two, or a three and a four?" You'll get another laugh, but more important, you'll get the misdirection needed to do the tiny bits of dirty work required for this routine.

You know that the selected card was replaced thirteenth from the top. You must mentally add the two called numbers together, and then place the selected card in that position by transferring cards either from the top to the bottom or vice versa. In our example the two numbers were four and seven. The total is eleven. The difference between thirteen and eleven is two, so you would transfer two cards from the top to the bottom, thus repositioning the selected card eleventh from the top of the deck. There is no need to make a "move" out of this action - the spectators' attention is directed towards the "dice", not the deck.

You are done. The rest of this routine is "self-working". All you have to do is present it. Start with the small of the two numbers called - in our example, four. Deal four cards into a face down pile, and turn over the fourth one - it will show the value of the other number (in this case, seven). Remark that it is a very strange occurrence. Pick up the dealt cards and replace them on top of the deck. Now deal out the other number (in this case, seven). The seventh card will be a four. Replace all on top. State, "Well, if that worked, then if we add the two numbers together .... seven and four, that's eleven. Then the eleventh card should be .... "As you say this, count down in the deck. Sure enough, the eleventh card will be the selected one.

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