

AMNESIA

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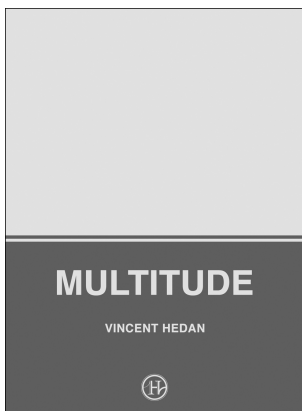
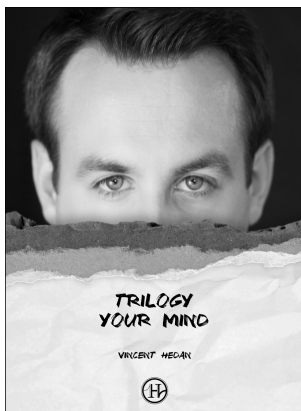
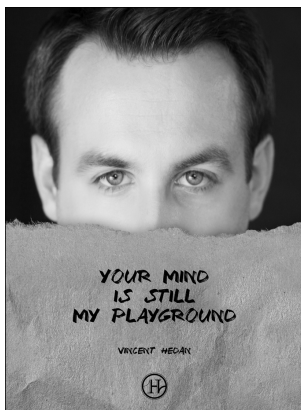
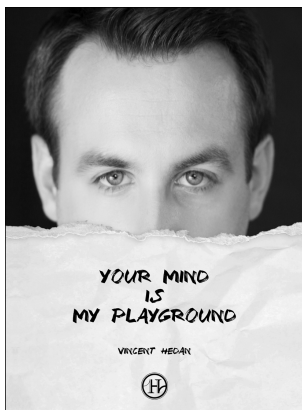
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*“Sometimes magic is just someone spending more time on something
than anyone else might reasonably expect.”*

Teller

available on hedan.fr/magic



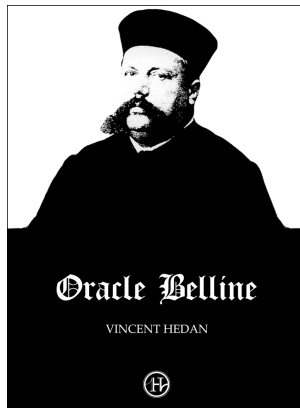
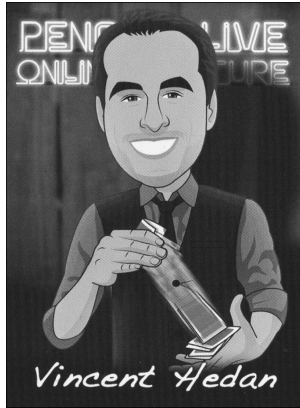
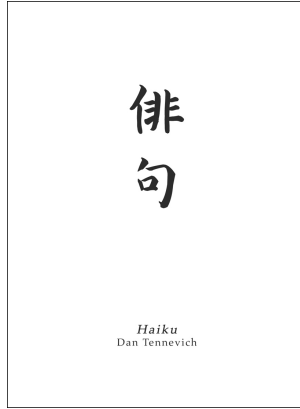
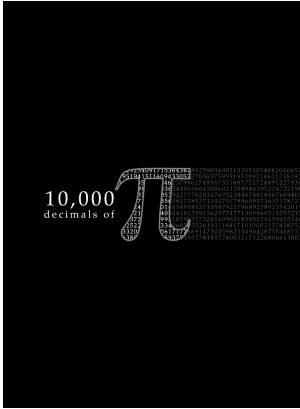


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Introduction

This book is called *Amnesia*, which means “partial or total loss of memory” in Greek. I chose this title because all the effects collected here use the Mnemonica memorized deck¹ by Juan Tamariz, **without having to memorize it!**

I started having a serious interest about the subject of memorized decks at the beginning of the 2000s. Very quickly, I developed my own stack and this is one of the tools that I use the most today. I was fascinated by this field so I also studied other stacks and the literature covering these creations. While doing research on the Mnemonica stack, I discovered several interesting effects. They are collected here.

Magicians are often afraid to start studying a memorized deck, because the idea of memorizing an entire deck is overwhelming. Thankfully, **you do not need to memorize the Mnemonica stack** to perform any of the effects described in this volume. As a matter of fact, know that I myself do not know the order of this stack, however I perform these effects! You just need to arrange the deck in

¹ Juan Tamariz, *Mnemonica*, 2004, Hermetic Press, Inc..

the order indicated here, to follow the method (techniques, scripts, psychology) and the routines will happen on their own. It is as if all these tricks required a prearranged (but not memorized) deck and that this arrangement was always the same.

The discovery of these effects was made possible thanks to the East Blue brainstorming group, and I specifically want to thank Arnaud Chevrier, Frantz Réjasse, Tony Corgann and Isidore Buc for their help and support. This book is the result of more than fifteen years of discussions, tests, criticism and sharing.

This book is divided into two sections.

In the “Routine” section, you will follow a sequence of five effects. The first effect is based on the Mnemonica stack with a slightly modified order. At the conclusion of this first effect, the order of the deck has been modified; the second effect uses this new order for its method. Similarly, each of the following effects bases itself on the order of the deck at the end of the previous effect, making the sequence easy for you and very deceptive for the audience, because nobody can suspect that your demonstration progresses five steps ahead of their perception. The entire sequence is very impressive, with

varied effects and a lot of audience participation, then ends on an impossible finale.

In “First Chance”, you find a chosen card thanks to an improbable, yet lucky outcome.

“Feminine Perspective” is an effect during which the spectator changes his perspective and together you manage to produce the four Queens.

In “Four Amnesiac Errors”, the spectator seems to make a mistake, before it is revealed that he has cut to the four aces in a very devious way.

“Kingdom Hearts” is an impressive demonstration performed as a gambling exercise where you produce all of the Hearts from the deck, in numerical order.

Finally, “Bored Amnesia” is my adaptation to Mnemonica of the classic “Shuffle-bored” by Simon Aronson.

In the “Bonus” section, I have gathered four effects that are all based on the classic order of the Mnemonica stack. You can perform them separately. Once again, **no memorization of the stack is required.**

“Amnesiac Tut Tut” is a sandwich effect adapted to Mnemonica and based on an original creation by Michael Close.

“Amnesiac Blackjack” allows the spectator to make any player of their choice win at blackjack.

“Murphy’s Amnesiac Spelling” is an adaptation of an effect of mine, this time using the Mnemonica stack.

“Amnesiac Joffe Poker” is an impossible demonstration of Texas Hold’em where the spectator controls the number of players and the dealing procedure. You never touch the deck, yet you will win every single time.

The repertoire of this book belongs to classic card magic, with its share of physical techniques and mental constructions. I recommend that you take the time to study these effects by following their description closely. In some cases, you will have a choice of several technical approaches, depending on your level. In all cases, I have done my best to share with you my presentation, the meticulous and illustrated description of the different phases, and a general reflection about our domain.

Even if this book does not require you to know a stack, I urge you to study one seriously and to memorize it. The most frequently asked questions about stacks are: Why should I know a stack? Which stack should I use? How can I memorize it? I answer these questions in three articles available for free on my blog. This will open up a world of unbelievable possibilities for you and it will really increase the impact of your card magic. I hope that these “amnesiac effects” will spark your interest in the fascinating subject of memorized card magic.

Vincent Hedan,

Paris 2020.

ROUTINE

First Chance

Effect

A spectator chooses a card which is then lost in the deck. After the deck has been shuffled and cut, the cards are dealt into two piles: one in front of the spectator and one in front of the magician.



"Each of us now has a 50% chance of having the chosen card in their pile. Since I'm a nice person, I will increase your chances by dealing my pile again."

The magician takes his own pile (one half of the deck) and deals it between the spectator and himself, thus increasing the number of cards in front of the spectator and decreasing the number of cards in front of the magician.

"Now I only have a 25% chance of having your card in my pile. This is still too much in my favor, so let's deal the cards again."

The magician takes his pile (one quarter of the deck) and deals it between the spectator and himself.

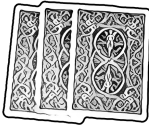
"Now I only have a 12.5% chance."

The magician deals his pile between the spectator and himself.



"And if I deal again, I will be at 6.25%."

The magician deals his pile again. After this, he is only left with three cards.



"Once again, and I'll be at 3.125%. Which is just one card."

The magician deals his pile and indeed he is left with a single card face down in front of him.

"Only one chance out of fifty-two that this randomly isolated card is actually your card."



The spectator turns the magician's single card face up: it is indeed the chosen card!



Feminine Perspective

Effect

"Since you've chosen a Queen, let's try something together with the Queens in the deck."

The spectator is invited to cut the deck in two halves. He takes one packet and the magician takes the other.

"Let's both turn our top card face up, I think you might have created an interesting coincidence."

The spectator's card is the 7 of Clubs; the magician's card is the 3 of Diamonds.



"Ah, you see, our cards are a perfect match, it's unbelievable! No, it doesn't seem obvious to you?"



Maybe it has to do with perspective. Let's turn our cards face down and exchange packets, you will see what I mean."

The spectator and the magician both turn their top card face down and exchange packets.

“Let’s both turn our top card face up... Can you see better now?”

Indeed, the spectator’s card has transformed into the Queen of Hearts; the magician’s card has transformed into the Queen of Diamonds!



“Put your red Queen on the table and let’s try again. Let’s both turn our top card face up.”

The spectator’s card is the 3 of Diamonds; the magician’s card is the 10 of Diamonds.



“Ah, you see, another perfect coincidence! No, you still can’t see it? Let’s exchange our packets, it might help you.”



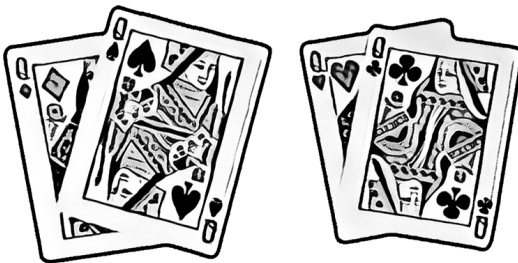
The spectator and the magician exchange their packets.

“Let’s both turn our top card face up... Can you see better now?”

Indeed, the spectator’s card has transformed into the Queen of Spades; the magician’s card has transformed into the Queen of Clubs!



“Unbelievable, you and I managed to find the four Queens in a magical way!”



Four Amnesiac Errors

Effect

“We have found the four Queens together, now let’s see if you are able to find the four Aces on your own. It may seem impossible to you because you have no idea where the Aces are in the deck. When you want to do something difficult, a good trick consists in dividing this task in several, smaller, easier-to-follow steps. So do not focus too much on the end goal, and simply cut the deck roughly into two halves. Perfect, now cut each pile into two again.”

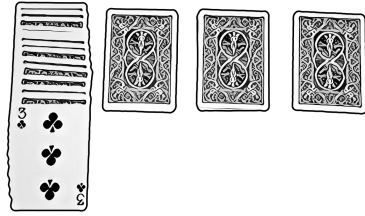
The spectator has cut the deck randomly into four piles.

“You see, it is easier step by step, and you should have successfully cut on the four Aces. Let’s check. Would you say you’re usually lucky?”



The magician turns over the top card of the first pile. Unfortunately, it is not an Ace, it is the 3 of Clubs...

"A small error, nothing too serious. Maybe you succeeded in finding the other three Aces."



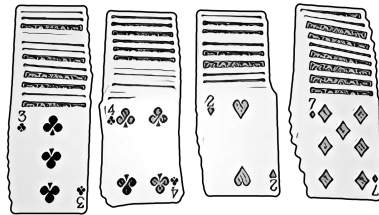
The magician turns over the top card of the second pile. Unfortunately, it is not an Ace, it is the 4 of Clubs...

"OK, I'll admit, it is difficult. Maybe you succeeded in finding the two other Aces."

The magician turns over the top card of the third pile. Unfortunately, it is not an Ace, it is the 2 of Hearts...

"Too bad, but if you manage to find even only one Ace, that will already be impressive."

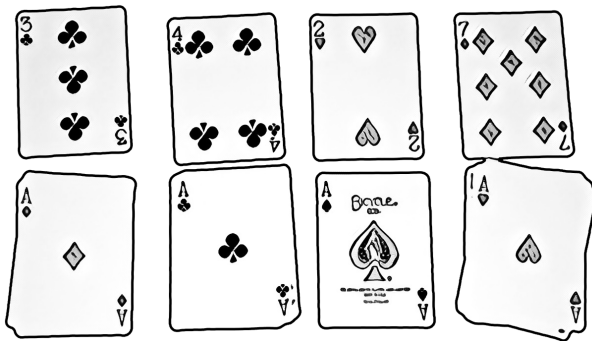
The magician turns over the top card of the fourth pile. Unfortunately, it is not an Ace, it is the 7 of Diamonds...



The four random cards the spectator to remain face up on the table and the four piles are collected to reform the deck.

“Would you say you’re usually lucky? I think that you did something very special.

Look, you cut on a 3, and if we look at the third card down the deck... it is an Ace! Next, you cut on a 4, and if we look at the fourth card down the deck... it is an Ace again! You cut on a 2, and the second card down the deck is an Ace! And you cut on a 7, so the seventh card down the deck is an Ace! In the end, you successfully found the four Aces, in your own way!”

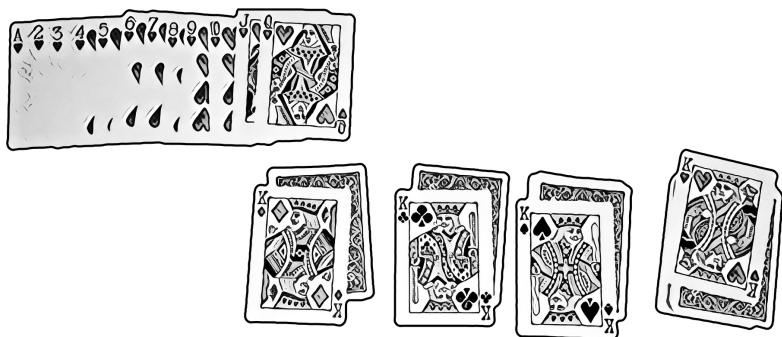


Kingdom Hearts

Effect

“Being able to find the four Aces in the deck like you did, this is quite impressive and it resembles the training followed by some gamblers and cheaters. They practice being able to locate the four Aces, or all the cards in a suit. Even more difficult, they can try to find all the cards in the same suit, in numerical order! For example, with the Hearts from Ace to King, it would look like this...”

Despite the fact that the deck has been used for several effects before, the magician produces all the Hearts from the deck, in numerical order! In addition to the final King of Hearts, he produces the other three Kings as a bonus!



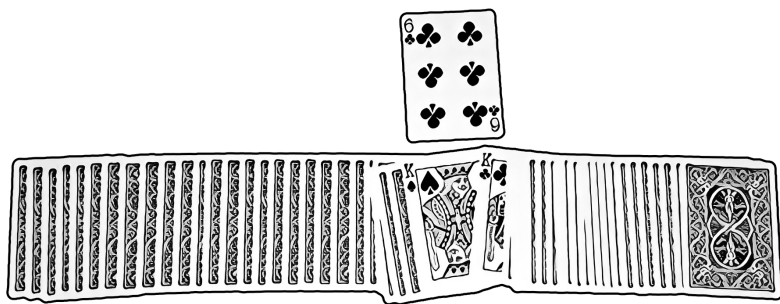
BONUS

Amnesiac Tut Tut

Effect

A deck of cards is shuffled. The magician goes through the face-up deck to look for the two black Kings and he turns them over where he finds them in the deck.

A spectator chooses a card, looks at it and puts it back in the deck. The deck is shuffled again then spread face down on the table. The spectator can see that the two black, face-up Kings are now next to each other in the center of the deck, and with one card sandwiched between them. The card is turned over: it is the chosen card!



Amnesiac Blackjack

Effect

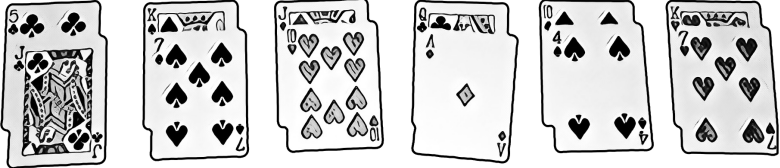
“Do you know how to play blackjack? For those who don't, here is a quick explanation: you need to add together the values of the cards that are dealt to you, in order to get as close as possible to 21, without ever going above 21. A 2 is worth 2, a 3 is worth 3, etc. 10s and picture cards are worth 10. The Aces are worth 1 or 11.

If it sounds complicated, let me reassure you, I myself am not a very good blackjack player. I just know that an Ace with a picture card or a 10 gives me 21, the best possible hand.

I am not a very good player, however I am a good cheat...

We are going to imagine a quick game of blackjack, I will be the cheating dealer. You are going to decide the number of players and the position of the winner. How many players do you want: three, four, five, six, seven or eight? Six players, OK. And among these six players, who should be the winner? The fourth player, OK.”

The deck is shuffled then the six hands of blackjack are dealt. As requested by the spectator, the fourth player receives a perfect blackjack hand, an Ace and a 10 that total 21!



Murphy's Amnesiac Spelling

Effect

In a shuffled deck, a spectator chooses a card, shows it to the audience then loses in the deck. The deck is shuffled and the magician explains that the name of the chosen card will allow the spectator to find her own card.

The spectator reveals that she had selected the 10 of Diamonds. The magician hands her the deck and invites her to spell "Ten of Diamonds" by dealing one card face up for each letter. Surprisingly, the very last card dealt by the spectator... is not the 10 of Diamonds! It's a 10 alright, but the suit is incorrect.

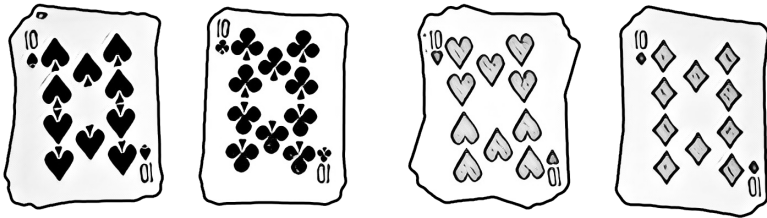
Maybe this was just warmup since the spectator is a beginner at this. The magician invites her to try again, by dealing one card face up for each letter. The last card dealt... is a 10, but the suit is incorrect.

The spectator tries a third time... and the last card dealt is, once again, a 10 from a different suit!

There are very few cards left in the hands of the spectator.



She tries one more time. At the end, everybody sees that she had precisely enough cards for this last spelling round! In addition, the last card dealt is her selected card, the 10 of Diamonds!



Amnesiac Joffe Poker

Effect

The magician shuffles the deck while talking.

“Do you know how to play Texas Hold'em? Perfect, you will be the referee of our poker game. This way, the audience knows that I am following the strict rules of the World Championship and that I am not making any of this up.

In a moment you will decide on the number of players, between two and eight players. You will also cut the deck anywhere you want and we will start dealing exactly from the spot you chose in the deck. Finally, I promise you that I will never touch the cards.

Despite these impossible conditions, I will still receive the best hand in the game.”

The magician places the deck in front of the spectator.

“From now on I will not touch the cards anymore.

Cut anywhere you want and complete the cut to choose where you start dealing from. If you want, you can even cut several times until you're happy. All good? Perfect.

How many players do you want? We can go up to eight players in total. Eight players? OK. You, me and six other participants."

Six volunteers join the table. The magician addresses one of the players.

"I don't want to touch the deck, so please take it and deal the cards yourself, as you would in a normal game. Give their first card to everyone, going around the table, then deal their second card to everyone. You can all look at your cards.

Next, you need to 'burn' (eliminate) the top card of the deck, then deal three cards face up; these are called the flop. Good, now 'burn' the next card, then deal the following card face up, this is the turn. Finally, 'burn' the following card then deal the following card face up, this is the river."

The magician asked the referee if all the rules have been followed and the spectator confirms this. The magician addresses all the players around the table.

"If you don't know how to play Texas Hold'em, don't worry, I made it simple for you, I have four Kings, the best hand at the table, so I win this game!"

