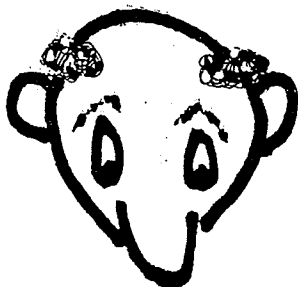


## MAGIC TELEPATHY VIA ADONIS

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The Main Effect: A magician and his assistant will utilize a volunteer from the audience for a demonstration of long-range telepathy. As the assistant sits across the room the magician displays an easel showing six cards spelling ADONIS with a depiction of ADONIS viewing the scene.

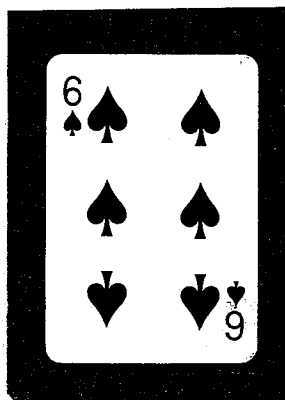


ADONIS

“Here is an unopened deck of cards,” says the magician handing the deck to the volunteer”. “The deck will have the usual 52 cards plus a red and a black joker and several others cards of an advertising nature,” continues the magician, “and I want you to open the pack, shuffle the cards, and select one to show to ADONIS. After you have done this you will direct me to turn the ADONIS cards in any order you choose to send the mental image of the card from ADONIS to my assistant.”

The volunteer does as directed and the magician turns the cards without saying a word and the assistant after some mental struggle correctly names the card.

METHOD: The ADONIS cards are regular playing cards with two-way fronts like the six of spades. Notice that four of the spades point up and two down. Hearts and clubs of certain denominations also have this two-way configuration. We exploit this in a binary code. One possibility is to memorize the phrase “SAID NO” where the “SAID” conveys the numbers in order 1, 2, 4, 8. The magician notes the card chosen by the volunteer and if it is a regular card he maneuvers to turn the “SAID” card up or down depending on the number of the card. For example, if the card was the jack of diamonds, he would indicate 11 by turning up S = 1, A = 2 and D = 8 while turning down I = 4. The suit is coded by “NO” with down-down = clubs, down-up = hearts, up-down = spades, and up-up = diamonds.



For the jokers “SAID” all down indicates a joker and “NO” gets the color red for down-down and black for up-up. If an ad card is chosen we send “SAID” all up and our assistant says something like “I know it is an off card but the channel is not clear enough for me to read it.”

VARIATIONS and EXTENSIONS: The effect can be repeated by using “ADONIS” in order rather than “SAID NO” or even in alphabetical order “ADINOS”. This will misdirect the astute mathematical magicians in the audience. Other effects are possible too. The magician could display to ADONIS the crossword puzzle

S	S	M	U
N	R	O	T
D	A	P	E
	A	I	O

(without the labels) and the volunteer could choose one of the six words, the magician sends up for the chosen word, and the assistant defines that chosen word.

Another Effect. The letters “MOUSETRAP” are on nine cards and are well mixed. The volunteer chooses one to show to ADONIS. The magician silently turns the unique vowel and consonant up according to the above crossword puzzle to ID the letter.

Finally the full six places of ADONIS could encode 64 places and so could identify one location on an 8x8 checkerboard. For instance the three vowels of ADONIS yield one of the 8 columns 0, 1, 2, . . ., 7 and the three consonants one of the 8 rows. Chess pieces, checkers, word squares, etc., could be used as choices to be sent.

Of course the magician must notice the volunteer’s chosen card in order to encode it. If the card is not seen then “SAID” is turned down and “NO” up-down and the cued assistant could claim “ADONIS did not see your card. Please try again.”

We also like to start with vowels’ backs down and the consonants’ backs up in case someone in the audience wants to inspect things before hand. The magician will know how to turn over a card – either north-south or east-west to encode properly.

As further misdirection we sometimes supply the volunteer with a pack of 18 two-way cards with a mix of clubs, spades and hearts with three of each letter of ADONIS and let him choose a spelling of ADONIS to use in the effects.

