

CELESTIAL MAGIC – ANOTHER MAGIC SPELL

JEREMIAH FARRELL
Indianapolis, Indiana

Our celestial magic is a variation of the effect in “A Magic Tour” (February 2011) which in turn was an adaptation from Jim Steinmeyer’s *Subsequent Impuzzibilities*.

THE EFFECT (on the four node diagram): Place a token on any node, say EARTH. Flip a coin to decide whether to travel clockwise or counterclockwise and spell the five letters of EARTH landing on SATURN if we went clockwise. Now spell SATURN choosing again either clockwise or counterclockwise and end on MARS. No matter which direction we choose now, we cannot escape from MARS’ influence, trapped forever under its spell.

This effect is possible for any cycle of 2^n nodes, n one or greater. There will always be a node that dominates even when we can randomly change direction at any point in the tour. For the two node we end on the MOON. For the four node we always end on MARS no matter how we start and on the eight node we always are trapped in the SOUTHERN TRIANGLE however the tour starts. To see why the method works divide the number of letters on a node by 2^n and note the remainder.

