

MORE MARTIN MAGIC

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Martin is Martin Gardner of course and the magic is his "The 3-by-3 Matrix" which first appeared in *Scientific American* (August, 1966) and is reprinted in his *Martin Gardner Presents*, 1993, Kaufman and Greenberg, p. 149. Word Ways subscriber Max Maven has written a fine introduction to this book and has himself developed a new version of the effect.

Our Word Ways version begins with a crossword puzzle.

1			
2			
3			
	a	b	c

Across

1 Knight's title

2 Wood sorrel

3 Ayes or Wallace

Down

a Sun, personified

b Drink additive

c Not cooked

This puzzle's simple answer follows. The reader may notice that the letters are the nine different letters of LEWIS CARROLL.

S	I	R
O	C	A
L	E	W

Now for the magic. Have the subject place a rook on any of the nine squares. We give the subject a set of eight rules which he is to follow. When the rook is to move, it will be either an M move (six squares for MARTIN) or a G move (7 squares for GARDNER). The rules will ask the subject to cover certain letters with a coin. As an example, suppose the subject places the rook initially on the letter W. The rules will be on a card that is placed in front of the subject.

- 1 Cover I
- 2 Rook moves G, cover W
- 3 Rook moves M, cover S
- 4 Rook Moves M, cover L
- 5 Rook Moves G, cover E
- 6 Rook moves M, cover O
- 7 Rook moves G, cover R
- 8 Rook moves G, cover A

The magician has previously written a prediction in a sealed envelope reading "You are left with C for Carroll." This set of instructions will work whenever the subject starts with the rook on any consonant. If the subject instead starts on one of the four vowels the magician secretly turns over the instruction card and these eight rules are followed.

- 1 Cover L
- 2 Rook moves M, cover W
- 3 Rook moves G, cover I
- 4 Rook Moves G, cover S
- 5 Rook Moves G, cover A
- 6 Rook moves M, cover O
- 7 Rook moves G, cover P
- 8 Rook moves G, cover E

The letter C will be the only uncovered letter in this case also.

This is a parity situation on vowels and consonants where M (or any even number of moves) stays on vowels or consonants and G (or any odd number of moves) reverses the parity. The final square can be changed of course.

Our contributor, Oscar Thumpbindle, slipped us the following square recently.

T	R	I	B
C	A	H	M
O	N	P	U
S	L	E	D



After some thought we realized the eight four letter groups could be transposed into the rows: BRIT, MACH, UPON and SLED and the columns SCOT, LARN (learn, Dia. NI2), HIPE (a wrestling throw, NI2) and DUMB.

But even more remarkably, if the 4x4 is two colored checkerboard style, the two colors are the words DIPLOMAT and BRUNCHES. Hence a rook can be placed and the magician can note on which "color" the rook is placed and turn his back to the board and direct the subject with even and odd moves to cover letters until only one predicted one is left uncovered. We leave the details for the reader.

In *Martin Gardner Presents* Gardner notes that "Dozens of spin-offs have appeared on the magic market or in print." Some of the notable ones are:

Max Maven, *Games* (Sept. 1973), later used by Gardner in Chapter 6 of *Riddles of the Sphinx* (1987)

Robert Neale, "The Two Guns", *The Pallbearers Review* (June 1973)

Mark Wilson, *Games* (Nov/Dec., 1980)

David Copperfield in a TV spectacular in 1990 (with help from Max Maven)

It is possible to be even more mysterious with these effects. For instance in the case of the Lewis Carroll square one could ask the subject to cover a letter in the phrase "No Idea", if a vowel was called for and in the phrase "Wry Slur" if a consonant was called for. A 'C' would be left as before.

The reader's imagination could be enhanced even further by reading Dana Richards' magnificent bibliography of Gardner magic included in *Martin Gardner Presents*. Richard's vast collection includes many out of print items. One such follows.

**MARTIN GARDNER'S
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