

**STEVE REYNOLDS'**

# **OUTPUT**

**Master List  
Issues 1-32**

# **OUTPUT MASTER INDEX (1-32)**

# OUTPUT MASTER INDEX (ISSUES 1-32)

Use this **Master Index** or the **Categories (p. 32)** to find any item in the Output series 1-32 (20019-2023).

## Issue 1

### **1. No-Spin Color Changing Deck (Reynolds)**

*The four Ace are produced as you talk about mythical card-cheating skills. Finally, the mark deck is show and the backs change color.*

### **2. Again, Hofzinsler Spins in His Grave (Matthew Martin)**

*You find the four Aces with a few flourish cuts. The last Ace is found by changing the deck from Red to Blue. You then use the Aces to perform a technicolor version of the Hofzinsler Ace Routine.*

### **3. Playing Heavy Shows (Alex Osborn/ Reynolds)**

*Two false displays. One shows a Full House and the other a Five of a Kind. See: **Playing Heavy and Streamlined Poker Palm Shift (Output 2)**.*

### **4. Oram File—Lost Hull Method (Marlo)**

*An isolated prediction changes into a previously signed selection. This is a sneak peek of the layout of **The Oram File (2023)**.*

### **5. Barebones: Center Glide (Marlo)**

*The move is explained and then how it's used in the Marlo's Lost Hull Method. See #4.*

### **6. Streamlined Invisible Bottom Deal (Marlo)**

*The mythical Invisible Bottom Deal is demonstrated. This is a bluff effect and meant for a laugh. This is based on Marlo's Invisible Bottom Deal in the **Cardician (1957)** and was previously unpublished in Marlo notes from the 1980's.*

## **Issue 2**

### **7. Streamlined Poker Palm Shift (Reynolds)**

*Like Bro. Hamman's original, you demonstrate the Poker-Palm Shift to change a low-valued Poker hand into a Full House, Five Aces, and then a Royal Flush. This uses the False Displays described in **Output 1**.*

### **8. Discrepancy Find Update (Reynolds)**

*Two face-up Kings separated in the deck magically come together to sandwich a selected card. This is a version of Marlo's Ace-X-Ace.*

### **9. Technicolor Find Update (Reynolds)**

*A version of Marlo's Ace-X-Ace. Two red-backed Kings sandwich a selected card in a strikingly clear and direct way.*

### **10. Throw-Off Riffle Shuffle Control (Marlo)**

*Here learn how to use Marlo's technique to practice a few important Riffle Shuffle strategies.*

### **11. On the Tip-Up Cover (Reynolds)**

*These are ways to use the Altman's Tip-Up Cover to set a crimp, jog, break, or step during a Zarrow Shuffle.*

### **12. Loose Ends: Covered-Block Side Steal (Bill Simon/Reynolds)**

*This is a finesse for those who do not want to use the Tan Hock Chaun Pass in Marlo's Streamlined Invisible Bottom Deal in **Output 1**.*

## **Issue 3: Devilish Miracle Issue**

### **13. Push-Through Poker (Reynolds)**

*Cards are shuffled topsy turvy and you deal yourself a straight flush... with a little help. Then a spectator deals a round and wins with a Royal Flush...with a little help.*

### **14. What Makes the Devilish Miracle Devilish?**

*Discussion on the presentation of the effect.*

### **15. For Devilish Miracle—1970 (Marlo)**

*This is a dive into the structure and technical background of the Devilish Miracle. You'll learn the secrets of Marlo's psychological twist.*

### **16. Presentation and Patter—1948 (Marlo)**

*This is the version that Marlo taught along with his work in **Control Systems (1952)**.*

### **17. Loose Ends: Follow-Up Aces (Marlo)**

*This connects the dots between Marlo's Streamline Invisible Bottom Deal and the missing Follow-Up Aces—an effect originally part of the **Cardician Method**, but not possible with the update in **Output 1**. But, then I remembered that Marlo had an impromptu handling...*

### **18. For Devilish Miracle—Scans (Marlo)**

*These are scans of the original manila cards that Marlo wrote out his notes on the psychology of the Devilish Miracle.*

## **Issue 4**

### **19. Student Exchange (Marlo)**

*The Ace, Two, Three, and Four in the pockets change places with the four Kings in your hands. The Kings are then removed from the pockets. This is a streamlined version of Jerry Sadowitz The More Things Change.*

### **20. Scenic Route (Nancy Colwell)**

*You show the Ace, Two, Three of Clubs. One at a time they vanish from the packet and into your pocket.*

### **21. Stand-Up Homing Card (Marlo/Malone/Reynolds)**

*This stand-up switch is for Marlo's original handling of the Homing Card that **Bill Malone** performed on **Malone Meets Marlo**.*

## **Issue 5: Devilish Miracle Issue**

### **22. Evolution of a Switch (Marlo)**

*This is a survey of the off-the-face switch and how it developed.*

### **23. Overhand Throw-Off Control (Marlo)**

*A control designed for Marlo's For Any Devilish Miracle (below).*

### **24. Interface Switch (Marlo)**

*An updated off-the-face-switch where the switch happens as you show the center card of the five-card packet.*

### **25. For Any Devilish Miracle (Marlo)**

*Marlo's final version of the Devilish Miracle.*

### **26. Off-Hand Overhand Shuffle (Reynolds)**

*A full-deck false overhand shuffle.*

### **27. Loose Ends: Synergistic Poker (Reynolds)**

*You'll learn how to link and routine the Streamlined Poker Palm Shift and Push-Through Poker.*

## **Issue 6**

### **28. On Marlo's Gambling Routine (Reynolds)**

*Finish Marlo gambling routine from **Marlo In Spades** by dealing out four perfect Bridge hands. This is my revised routine and makes use of some of Marlo's Faro work.*

### **29. Double Stack (Marlo)**

*You demonstrate stacking the four Kings in a four-handed game. You then attempt to deal yourself the Kings in eight hands. You miss, dealing yourself the Aces instead!*

### **30. Blackjack for Brother Hamman (David Kuraya)**

*With only four cards you show magical combinations in a demonstration of Blackjack. Previously published.*

### **31. Marked Seconds (Reynolds)**

*You demonstrate how a cheat in a game will deal a winning Ace using a marked deck. The cards that were previously dealt change to the other three Aces.*



## **Issue 7**

### **32. Smokey Mates (Reynolds)**

*A prediction changes its identity to match two selected cards.*

### **33. Twelfth Method Matcho (Reynolds)**

*A prediction is isolated face down in the deck and you never touch the cards again. A spectator selects a card from the tabled deck. You say, "Every card in the deck has a mate including your card." The prediction and the card match.*

### **34. Jack Carpenter's False Shuffle (Carpenter)**

*This is a full-deck false tabled riffle shuffle that Jack developed from Marlo's Spade Shuffle.*

### **25. Push-Pull Switch (Reynolds)**

*As you remove an outjogged card from the deck, a one-for-one switch is made. This is used in the following effect.*

### **36. As a Point of Departure (Reynolds)**

The Alex Elmsley effect where a sandwiched selection vanishes from between say two Kings and appears face-up in the deck. This uses the *Push-Pull Switch*—mentioned above—to accomplish a direct handling.

## **Issue 8**

### **37. Off-Beat Traveler's (Reynolds)**

*You perform a version of Vernon's Travelers where four signed Aces vanish from the deck and appear in four separate pockets. Only one palm is used, but not in the usual way.*

### **38. Tech-Less Multiplex Reset (Reynolds)**

*The four Twos and Kings change places between your hands and four pockets in a bewildering way.*

### **39. Visual Changing Sandwich (Marlo)**

*A card magically appears between the red Jacks and changes, one at a time, into three selections.*

### **40. Loose Ends: On the Hit Lift (Marlo)**

*An analysis of the Hit Double Lift based on Marlo's work in **The Cardician** and **Ibidem**.*

## **Issue 9**

### **41. Signed Card To— (Marlo)**

*A two-card transposition is performed with a card in the box and on the table. A card is then lost in the deck and the spectator tries to find it. In the end, the signed selection appears in the card box.*

### **42. Off Shoot Variant (Lee Lee)**

*Together in the center of the deck are two face-up Kings. They magically separate and each King is next to two previously selected cards.*

### **43. Loose Ends: Bluff Vanish (Reynolds)**

*This is performed after a seven-card assembly. With this false display you show three X cards and four Kings. Seven cards are seen. A moment later, the three X cards and four Kings transform into the four Aces!*

### **44. Paris Slant Goes to Vegas (Reynolds)**

*The Aces are shown and the reds and blacks change places a few times, ending with the sudden appearance of four Blackjack hands.*

## **Issue 10**

### **45. Mini-Matching Miracle (Reynolds)**

*The entire deck is shown and there are no matching pairs. You transform each pair so they match. This has a few magical moments leading to a surprise ending.*

### **46. Sharper's Fate (Reynolds)**

*Two spectators help deal a head-to-head game of Poker. After the deck is shuffled and cut another spectator nominates who will deal and who will win. The winner receives a Royal Flush.*

### **47. Easy Convincing Kings to Pocket (Marlo)**

*A story of a gambler's challenge where the deck is shuffled and cut. The gambler laughs and pulls the four Kings from his pocket. You wave your hands over each packet and the top four cards are turned over and they are the Aces! You remove the Kings from four separate pockets.*

### **48. Loose Ends: Off Shoot Fix (Reynolds)**

*This is change to Lee Lee's Off Shoot variation from **Output 9**.*

### **49. Aces, Kings, Sixes...Er...Tens! (Marlo)**

*This adds an unexpected transformation for those who are familiar with Marlo's original Aces, Kings, Tens in **Marlo In Spades**.*

## **Issue 11**

### **50. One-Handed Fancy False Cut (Marlo)**

*This is Marlo's false cut handling of the Erdnase One-Hand Fancy True Cut. It's used in the next routine.*

### **51. False Cut/Double Location (Marlo)**

*You locate two selected cards by cutting. The first spectator names their card and you do a swift one-hand cut and find the selection. You cut again, but miss the next selection. The spectator names the card and you cut to it.*

### **52. Double Cut, Shuffle Control (Marlo/Reynolds)**

*Two cards are selected and controlled in a direct way for Marlo's False Cut/Double Location.*

### **53. Meddler's Assembly Update (Reynolds)**

*The four Kings are dealt in a t-formation and three X cards are placed on top of one. The other three Kings travel to the leader packet as usual. Next, all seven cards transform into the four Aces!*

### **54. Impromptu Card to Wallet (Marlo)**

*You perform a direct two-card transposition and a previously selected ad signed card appears in your wallet.*

### **55. Real-Time Side Steals (Reynolds)**

*These are direct steals and replacement of peeked cards based on the LTP Angle Steals from Crosthwaite and Marlo.*

## **Issue 12**

### **56. Streamlined 007 (Marlo)**

*A quick Homing Card is performed with the four Aces. They transform to Kings. You show the top cards of the deck—assumed to be the missing Aces—but instead they are the four Queens. The missing Aces are removed from your pocket.*

### **57. Alternative 007 Switch (Marlo/Reynolds)**

*This fix eliminates the lapping from the Streamlined 007 (above).*

### **58. Aces and Back - 1961 (Bob Veaser)**

*One of four Aces magically travels from the deck and back to the other Aces in your hands. This is repeated with all four Aces.*

### **59. Marlo on Aces and Back (Two Methods)**

*You perform an elaboration on the above Veaser effect.*

### **60. Action Ace Production (Reynolds)**

*You perform a series of cuts, flourishes, and transformations to produce the four Aces.*

## **Issue 13**

### **61. Royal Invisible Bottom Deal (Lee Lee)**

*This is a bold version of Marlo's IBD in **The Cardician**. It ends with a transformation of your cards into a Royal Flush.*

### **62. IBD Variation (Reynolds)**

*This is my take on Lee Lee's approach to the Marlo effect (above).*

### **63. Add to the Devilish Miracle (Marlo)**

*Further finesses by Marlo for the DM.*

### **64. Bottom Placement Finesse (Reynolds)**

*This eliminates the clutched hand during the classic Ovette-Kelly Bottom Placement. It works differently than the Marlo, Birnman, Rosenthal, etc.*

### **65. Devils and Witches Reworked (Marlo)**

*You tell the spooky tale of the Devils and Witches catching unsuspecting victims. Selected cards are trapped and then vanish from between pairs of Kings and Queens.*

### **66. Application Note (Marlo)**

*Marlo's Hidden Count used in the Devilish Miracle.*

## **Issue 14: Twist Issue**

This issue features numerous twisting effects and variations.

**67. Larretwist—June 1980 (Land)**

**68. Marlo Letter—Larretwist Finesse**

**69. Twost w/ Direct Spreads (Reynolds)**

**70. Larretwist w/ Spreads ( Ian Land)**

**71. One By One (Land)**

**72. No Twist Twist (Marlo)**

**73. Barebones: Open Four (Marlo)**

**74. Repeat Code 345 (Marlo)**

**75. Combination Count (Reynolds)**

**76. Direct Twisted Collectors (Reynolds)**

**77. D.T. Coded Collectors (Reynolds)**



## **Issue 15**

### **78. Original Color Changing Deck (Marlo)**

*You show different ways to have a card selected. You show that the deck is marked by making the marking visible. First the back of one card changes to red, then the packet, and finally the full deck.*

### **79. All Backs Anomaly (Reynolds)**

*You attempt to cut to a card but show the deck is All Backs. In a clear and direct handling the backs are shown on both sides of the deck. You then fix this and transform the deck to a normal.*

### **80. Beyond the Wild Travelers (Reynolds)**

*The Twos and Queens change places between your hands and four different pockets a la Jack Carpenter/s Pocket Interchange.*

### **81. Backfire Assembly (Lee Lee)**

*The Aces appear one-at-a-time in the leader packet. The Aces then jump back to their original packets.*

### **82. You Want to Be Famous (Reynolds)**

*You tear a signed card into four pieces (Paul Harris). You then pass your hand over the pieces and they restore. The missing corner matches. One card is used and nothing extra.*

### **83. Nearly Perfect Transposition (Ackerman)**

*Two Blackjack hands change places.*

## **Issue 16**

### **84. Happenstance (Oschmann)**

*This is Ed Oschmann's combination of the Follow the Leader and the Ali Bongo's progressive prediction of effect.*

### **85. A Letter to Vynn Boyar (Marlo)**

### **86. Multiple Shift to Break (Fechter)**

*This is the technique Marlo devised for Vynn Boyar's effect but was later independently published by Eddie Fechter.*

### **87. Solution to E.F. Aces (Marlo)**

*This is Marlo's solution to the Eddie Fechter Ace location from BEFORE Fechter's was published or made the rounds.*

### **88. Marlo's Stop Trick for Daley: A Speculation (Reynolds)**

*Using a palm approach suggested by Marlo, you do a direct Stop Effect and locate a spectator's selection.*

### **89. Total Con Multiple Shift (Reynolds)**

*The four Aces are accidentally together in the middle. You separate them throughout the deck, but they are controlled to various positions using bluff rather than a sleight.*

### **90. The Boyar Notebooks**

### **91. Another Letter to Vynn Boyar (Marlo)**

### **92. Sudo Centers (Marlo)**

*You demonstrate your Center Deal. This was published in **MUM** a few decades ago but never appeared in any compilations. Here is the original details from the Boyar Notebooks.*

### **93. Invisible Poker Deal (Reynolds)**

*You magically stack the Invisible Ac for a Poker deal. Each time you deal to yourself, an Ace appears.*

## **Issue 17**

### **94. Uninvited Aces (Harrison Trussler)**

*The Kings vanish from the outer packets and appear with the leader King. The three Kings then magically jump back to the outer packets. But, when the top four cards are turned face up to reveal the Kings, they have changed into the four Aces.*

### **95. Uninvited Follow Up (Reynolds)**

*This is a follow up effect to the above Uninvited Aces.*

### **96. Switchless (Packet) Switch (Marlo/Reynolds)**

*This is a finesse on Marlo's convincing packet switch. It is used in a handling of the E.G. Brown Cards Across.*

### **97. Crossroad Travelers (Reynolds)**

*You demonstrate the invisible palm with the four Aces. Three Aces are placed under the spectator's hand a later changed into a Royal Flush.*

### **98-102 Small-Packet Hideout (Reynolds)**

*My work on a hide-out move for one or more cards.*

### **103. More Tilt History**

*This article re-examines the detailed background of Tilt.*

#### **104. For Cardicians Only (Marlo)**

*After you perform Tilt to bury a selected card, the magician's watching you will know that the selected card is second from the top. They are perplexed when you cleanly remove the top card to reveal the selection.*

#### **105. Way Ahead Tilt (Marlo)**

*A simple way to set up a no-get-ready Tilt.*

#### **106. Tilt for Magicians (Edward Marlo)**

This is another *Tilt* throw-off for the wise or the suspicious.

### **Issue 18**

#### **107. A Night in N'Awlins (Reynolds)**

*My version of the Hotel Mystery.*

#### **108. Look! Another Illusion (Reynolds)**

*A small packet of cards changed into numerous combinations of card. Based on the classic Jennings' effect.*

#### **109. Red-Blue Warp (Marlo)**

*This is Marlo's handling of Card Warp.*

#### **110. Aluminum Fold**

*A Fast card fold done as the card is inserted into the deck and the deck is squared.*

## **Issue 19**

### **111. Suit Production (Reynolds)**

*You produce the Ace through Queen of Spades. The King of Hearts then is accidentally located. You change the rest of the packet to all Hearts!*

### **112. Fixed All One Way (Marlo)**

*Cards are mixed face-up and face down. The two sets separate. This was originally part of Marlo's suggested Oil and Water routine in **Ibidem**. This is Marlo's update.*

### **113. After "All One Way" (Marlo)**

*The above effect, Fixed All One Way, sets you up for a follow up Double Vanish and Recovery.*

### **114. Improved D'Amico Change Notes (Marlo)**

*Marlo's original notes on this finessed handling of Carmen D'Amico's change.*

### **115. Addition and Subtraction (Marlo)**

*The center pip of a Five spot is magically rubbed away with a single card, leaving a Four spot. The single card is turned over to reveal the missing spot, the Ace of Clubs. The Ace and Four are then transformed back into the Five. This rub-away is repeated as the performer waves his hand over the Five. "Where's the spot?" The Ace is then produced from behind the performer's elbow. Finally, the Ace and Four are transformed back into the Five.*

### **116. Marlo's Last Card Trick (Racherbaumer)**

*A spooky effect, narrated by Jon Racherbaumer, where you move a marker around a grid of cards. You make choices that eliminate cards until only one card remains. Jon tells you the card.*

## **Issue 20**

### **117. Updated SRO Travelers (Reynolds)**

*The four signed Aces are produced and later vanish from the deck and appear in four separate pockets.*

### **118. Action Riffle Palm (Reynolds)**

*This was originally published in **2003** and in numerous other places over the last two-decades. You can learn this single-card palm under cover of an in-the-hands riffle shuffle and bridge.*

### **119. Action Palm—Multiple Cards (Reynolds)**

*The above technique is used to palm a small packet of cards.*

### **120. Pressed Between (Marlo—2nd Method)**

*This is an elaboration on the D'Amico sandwich effect. A selection is pressed down through the deck and magically appears between Two Kings together in the middle of the deck.*

### **121. Pressed Between (3rd Method)**

*Another Marlo handling of the above effect.*

## **Issue 21**

### **122. Not the Bottom or Top (Marlo)**

*A card is selected and lost in the deck. The top and bottom cards are show, but the spectator sees their card on TOP. You then weigh the deck and announce that the selection is a few cards down in the deck. You spread the top dozed cards and toss a card out. Surprisingly, it turns out to be the selection.*

### **123. Marlo's Dunbury Delusion**

*These are the original write up of Marlo's classic rendition of the Dunbury Delusion.*

### **124. Drop Sleight Finesse (Reynolds)**

This is a refinement of the *Drop Sleight* without the tell-tale clutching grip.

### **125. T-Town Lesson (Reynolds)**

*A gambling demonstration that uses basic card techniques, showing how to practice cheating moves: false cuts, deals, and switches.*

### **126. Kings Up the Sleeve (Reynolds)**

*The Kings travel up and down your sleeve and then transform into the four Aces.*

### **127. Surprise Bluff Aces/Direct Splits**

*This routines an Allan Ackerman Assembly with my own streamline Separating Aces. This is a lesson is structure and technical editing.*

## **Issue 22**

### **128. Notes On the First 34**

*A detailed look at all the Spectator Cuts to the Aces references Marlo includes in his **New Tops** article.*

### **129. Spectator Cuts the Aces Plus (Elias)**

*The Aces are shuffled into the deck and come back to the top. The spectator names one of the Aces and this Ace vanishes followed by each of the other Aces in turn. The four Aces are then reproduced, each in a different manner.*

### **130. Meisel's Letter to Marlo (1977)**

*Further background on Spectator Cuts to the Aces.*

### **131. Bluff Spectator Cuts the Aces (Reynolds)**

Spectator cuts and you use a bluff handling to show they have cut to the Aces.

### **132. Leipzig Would Have Hated This (Justin Wheatley)**

You place a card face down as a prediction. A spectator then cuts off some cards and covers them. From this spot you begin dealing until a spectator calls "*Stop.*" The stopped-at card matches your prediction: Two red Jacks! The card under the spectator's hand is also a Jack. The fourth Jack appears mysteriously on the last packet.



## **Issue 23**

### **133. Triple Prediction (Marlo)**

*Predictions made before the spectators select cards and they are correct. This features some of Marlo's billet switching ideas.*

### **134. Quadruple Prediction (Marlo)**

*Four predictions match the selected cards and numbers. This method gets away from having to use a nail writer.*

### **135. Billet Details (Marlo)**

*Further ideas and techniques on the above Billet Switching work.*

### **136. T.S. Aces Update (Reynolds)**

*An Ace Assembly begins, but instead of the Aces assembling, the X cards all appear in the leader packet leaving the Aces on their own. Surprise!*

### **137. Spectator Cuts Twelve (Reynolds)**

*The spectator cuts the deck into four piles. They find the four Kings. Then the next cards are turned up and they are the Queens. Finally each packet is turned over to reveal the Aces.*

### **138. So-Simple Dunbury (Reynolds)**

*This is a version of the Dunbury Delusion using a Lyn Searles Force and my adaptation as a Control. This version takes the sting out of the usual sucker effect.*

### **139. Non-Psychological Stop Trick (Marlo)**

*A Spectator calls stop as you deal the cards into a pile on the table. The stopped at card turns out to be the selection. Featuring a simple tabled bottom deal with finesses.*

## **Issue 24**

**140. In-Vestment Material (Reynolds)** - *This issue is dedicated to my work on a set of special techniques to use while wearing a vest.*

## **Issue 25**

### **141. Grand Total Prediction (Marlo)**

*You make some predictions before the spectator makes decisions and selects some cards. The predictions have foretold not only what cards were selected, but the number of cards the spectator deals, etc. No billet switches are required.*

### **142. Prediction Sandwich (Marlo)**

*An off-beat prediction is performed and then an unexpected Sandwich effect occurs. This uses a handling of Marlo's Who's Hockley force.*

### **143. Another Fantastic Move (Reynolds)**

*The red Kings begin together in the middle with a face-up Ace of Spades in the middle. The black Kings are on top and bottom. Using One-Fantastic Move (Marlo presentation), the red and black Kings change places and the Ace turns face down. You then perform "another" fantastic move. The Ace has changed to a previous selection.*

### **144. Two-Shuffles Oschmann (Ed Oschmann)**

*You have two cards selected and cut into to the deck. The cards are shuffled face up and face down and eventually right themselves, revealing the two selections. Then each half is shown to be separated in reds and blacks as per the Bro. Hamman effect.*

**145. A Peek for the Left-Handed (Reynolds)** - *This is a handling to perform a riffle-stop peek for someone who is left hand.*

## **146. On Marlo's Mexican Solitaire (Reynolds)**

*This is a system to eliminate the calculations in Marlo's effect in **Ibidem**. The deck is dealt haphazardly into four piles. Each pile has the Ace to King of mixed suits and no value repeats. You then gather the cards and deal them again into four piles. You show that the suits are together in each packet.*

**147. Zoom Transpo (Reynolds)** - *Two cards transpose. One is trapped in the deck and the other is face up on the table. This uses a Kevin Kelly move to accomplish the VISUAL transposition.*

## **Issue 26**

## **148. Spectator vs. Magician Ace Cutting (Marlo)**

*You take turns cutting to cards. Each time you cut you get an Ace.*

## **149. Draw Shift Poker Deal (Marlo)**

*You perform a head to head game of Poker with a spectator. The spectator can draw cards. Yet you finish with an unbeatable hand.*

## **150. Unsigned Card (Reynolds)**

*This is a streamlined version of Bro. Hamman's Signed Card.*

## **151. So-Simple Triumph (Reynolds)**

*A direct version of Triumph is performed, with a clean shuffle. The deck is spread and the four Aces are face up throughout the deck.*

**152. Swindle Ace Production (Reynolds)** - *The deck is cut and an Ace is found. The cards are shuffled face up/face down. A few cuts and two other Aces are found. Finally, the deck is spread to reveal all the cards face down except the fourth Ace.*

**153. Count Concepts (Marlo)** - *Marlo's article on the false counts and the concepts that make them what they are.*

### **154. Delayed Interlaced Transposition (Marlo)**

*This is method for the Paul Harris effect, with an added twist.*

### **155. One-at-a-Time Handling (Reynolds)**

*In performing the above effect, each selection appears between the face-up Kings one-at-a-time.*

### **156. Bold Interlaced Transposition (Marlo)**

Three selections are interlaced between the Kings. The selections vanish and appear between the four Aces.

## **Issue 27**

### **157. The Secret Agent (Marlo)**

A rare Marlo Matrix where the coins travel one at a time and then kick back one at a time. The secret agent is an Extra coin, so it is easy to do.

### **158. Quick Four Coins Across (Marlo)**

A no non-sense coins across version.

### **159. Easy Coin Cut (Reynolds)**

This is a bluff version of the UF Grant trick where a vanished coin appears next to a selected card in the center of the deck.

### **160. Finally Final Ace...But For Real This Time**

A three-phase Ace Assembly based on Bro. Hamman's Final Aces, but with a regular deck.

**161. More On Finally Phase Three (Reynolds)** - Further ideas on handling the Final Phase.

## **Issue 28**

### **162. Zero Count—Cards Across (Reynolds)**

*You present a little-known mathematical principle that causes a card to vanish from a packet and reappear. You then use the principle to perform a no-sleight cards across.*

### **163-166. Post-Modern Conus Kings (Reynolds)**

*These are off-beat versions of the classic Conus Aces effect.*

### **166. XXX Ace X Ace XXX (Reynolds)**

*This is a version of Racherbaumer's Offshoot where Aces in separate parts of the deck magically appear together in the middle of the deck, trapping a card. In retrospect, this is a near duplication of version by Harapan Ong, with a few stylistic differences.*

### **167. Set Up: Marlo's Streamlined IBD (Lee Lee)**

*More work by Lee Lee on the bluff version of Marlo's Invisible Bottom Deal (**Output 1**).*

## **Issue 29**

### **168. On Point of Ambition (Reynolds)**

*A selected card is left outjogged on the bottom of the tabled deck and the spectator cuts the deck anywhere. The card rises to the spot cut to by the spectator.*

### **169. Buffalo'd Ambition (Reynolds)**

**See above.**

### **170. Where the Buffalo Roam (Reynolds)**

*This uses Marlo's Buffalo'd and in-transit actions to accomplish a direct Ace Assembly.*

### **171. Shadow-Zone Assembly (Reynolds)**

This falls under the category of experimental card magic. This is version of the O'Henry Aces, but uses the concept of the *Shadow Zone*.

### **172. I Use Duplicates! (Marlo)**

*A previously unpublished version of the Progressive Elevator, with a surprise transformation.*

### **173. Golddiggers (Marlo-Malone)**

*I found Marlo's original write up of this routine that Bill performed in On the Loose as a four Ace production. I decided to put the routine properly into print...with Bill's permission of course. This includes Marlo's original presentation.*

## **Issue 30**

### **174. On Hamman's Mystic Nine (Reynolds)**

*This is a streamlined handling of Hamman classic effect. A small packet of red cards change all black and then back again. Then the deck changes in mysterious and magical ways.*

### **175. Background: Marlo's Double Brainwave**

*Historic background on this buried Marlo gem.*

### **176. Open Prediction (Marlo)**

*This is version of the Open Prediction is clean as a whistle. Keep it secret, keep it safe.*

### **175. Another Jumping Jack Transpo (Marlo)**

*An eye-popping two-card transposition.*

### **176. Latest Ace Assembly (Marlo)**

*A one-at-a-time Ace Assembly from the late 1989.*

### **177. Look, Again! (Lee Lee)**

*Larry Jennings' Look, An Illusion gets Lee Lee's streamlined treatment.*

## Issue 31

### **178. Simple Signed Card Handling (Reynolds)**

*Further explorations of the classic Hamman plot. A card placed on the table turns out to be the card that was selected and vanished among four Kings.*

### **179. Intrepid Travelers (Reynolds)**

*This was originally published in **Channel One Magazine (2004)**. It is a wild-ride version of the Travelers.*

### **180. Aces To Pockets (Marlo)**

*This was an early Marlo version of the Travelers (Vernon). It's different than the one in **The Hierophant** and was previously unpublished.*

### **181. Wraith Reworked (Marlo)**

*This is a Marlo version of a Sadowitz/Duffie effect where you produce cards from between two sandwich cards.*

### **182. Queenie/Straight-Flush Fill In (Veeser)**

*This and the material in **Output 32** feature a series of letters and effects that Bob Veeser sent to Marlo in the 1970's.*

### **183. Flash Changed (Reynolds)**

*This is a change in presentation for Bill Simon's Ace Production from **Sleightly Sensational**.*



## **Issue 32**

### **184. Streamlined Ambitious Classic (Lee Lee)**

*Another Jennings's classic gets Lee Lee's streamlined treatment.*

### **185. Impromptu Stretching Card (Marlo)**

*This is a small-packet repeat routine that was previously unpublished.*

### **186. On Phase 51 (Marlo)**

*This is Marlo's previous unpublished way of doing Don England's deck to pocket without any palming.*

### **187. Straight Flush Fill In (Veesser)**

This is the follow-up material that Bob Veesser sent Marlo in the 1970's.

### **188. On T&R Matrix (Marlo)**

*Here Marlo revises J.C. Wagner's Torn and Restored Matrix.*

### **189. Holer Than Tho (Marlo)**

A Joker is placed face up into the center of the deck. A freely selected card is punched through, with a pen or pencil, to make a hole in it. The whole disappears from the selected card and travels through the Joker in the center of the deck.

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