

#4448

Mystery Dice™



SECRET INSTRUCTIONS

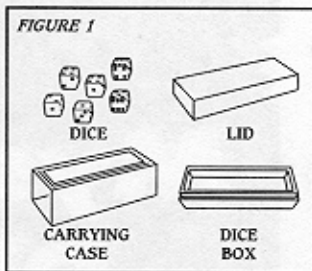
THE TRICK

You, the Magician, cause six dice in a plastic box to undergo a baffling series of transformations. With a quick shake or two, you can: 1) make the dice line up in order from 1 to 6, 2) predict the number of spots (pips) on the dice to be rolled by a spectator, and 3) make all the dice change to the same selected number.

With a minimum of practice you can perform this miracle of close-up magic, but be sure you take the time to read these instructions carefully.

THE PROPS

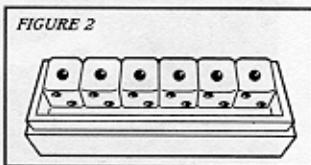
This trick includes: six dice, one dice box with lid and one carrying case (see Figure 1). The carrying case is a protective cover and is not needed for any of the tricks.



THE SECRET

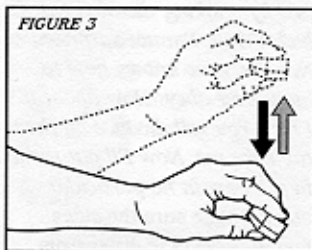
The Basic Move—Practice It!

The secret to commanding the Mystery Dice is simple. You must know how to shake them. Try this: Line up the dice in the box with all the 1 faces on top and the 2 faces towards you, as shown in Figure 2.

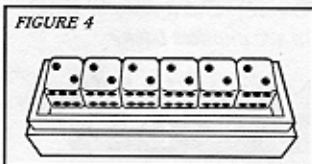


Replace the lid and hold the box so that it slants forward a little. Now, with a very quick snapping motion, raise and

lower your hand, keeping your wrist rigid, and stop abruptly on the downward stroke (see Figure 3).



This shaking movement (and the ridge inside the lid) causes the dice in the box to rotate one turn of 90 degrees, so that the 2 faces should now be on top (see Figure 4).



Don't be discouraged if some of the dice don't change after the first few tries. With a little practice you will discover exactly how hard to shake the

box and the correct angle at which to hold it. You will soon find you can make all the dice change every time. If the move is performed correctly, you should hear a distinct "Click-Clack" as the dice strike the inside edges of the box.

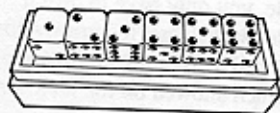
Once you have mastered this basic move, you will find that FOUR successive shakes will return the dice to their original positions. You can achieve the same result by shaking the box eight or twelve times. Now the fun really starts!

THE PERFORMANCE

1) The Obedient Dice

Roll the six dice onto the table. Replace them into the box so that the top faces are lined up in order from 1 to 6 as shown in Figure 5. It makes no difference which faces are toward you.

FIGURE 5



1 TO 6 ORDER

Cover the dice with the lid, and give the box FIVE successive shakes. Show that the dice are now in a random order (see Figure 6).

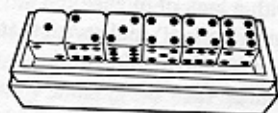
FIGURE 6



FIVE SHAKES = RANDOM ORDER

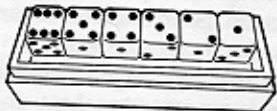
Replace the lid once more and give the box THREE more shakes. Uncover the dice, showing the dice lined up in 1 to 6 order as before (see Figure 7). Pause for a moment to allow the spectators to see the exact order of the dice.

FIGURE 7

THREE MORE SHAKES =
1 TO 6 ORDER AGAIN

Cover the dice and shake the box TWICE. You now explain that by magic, you have totally reversed the order and the dice are now lined up in order from 6 to 1 (see Figure 8). You've probably fooled yourself at this stage!

FIGURE 8



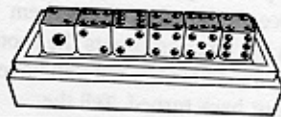
TWO MORE SHAKES = 6 TO 1 ORDER

If you prefer, you can shake the box ONCE instead of five times, SEVEN times instead of three, or SIX times instead of twice—it's up to you.

More Obedient Dice: Another way to make the dice obey is to

begin by placing the dice into the box in an apparently random order. Unknown to your audience, however, you line up the 1 to 6 order on the faces of the dice which are towards you by picking up the dice and reorienting them as you move them towards the box (see Figure 9).

FIGURE 9



Don't attempt to do it this way until you can do it nonchalantly, giving the impression that the dice are being haphazardly dropped into the box.

With the dice in this position, ONE shake (or five) will give the 1 to 6 lineup on top. You can now go through the rest of the effect as previously described, or simply go straight into the order reversal with TWO (or six) shakes.

THE SEVEN-SPOT RULE
It is helpful, when reorienting the dice, to know that the opposite faces of a die always add up to seven (the 1 is opposite the 6, the 2 is opposite the 5, and the 3 is opposite the 4).

2) **Mystery Dice Prediction**
In this effect, you demonstrate your powers of ESP! You can predict in advance the number of spots (pips) showing on the dice that will be rolled by a spectator.

Unseen by your audience, write the number 42 on a piece of paper. Fold the paper twice to conceal your prediction and place it on the table.

Hand the dice to a spectator and tell him or her to roll the dice onto the table. Instruct the spectator to place the rolled dice into the box and to add together all the spots which show on top.

Ask the spectator to write the result on your prediction slip without unfolding it (see Figure 10), as you tell your audience that only a psychic could foretell the way the dice would fall.

Cover the dice with the lid and give the box TWO (or six) shakes, while you explain that you are mixing up the dice.

Hand the box back and ask your spectator to add together the spots which are now on top and write this second result under his or her other number on the prediction slip (see Figure 10).

Now tell your spectator to add the two numbers together and announce the total. Unfold and display your prediction, which matches that of the spectator's!

The effect relies on the "SEVEN-SPOT RULE" outlined earlier. No matter which faces show at the start, the total at the end must always be 42.

FIGURE 10:
EXAMPLE OF DICE ROLLS

FIRST TOTAL:

$$\begin{array}{cccccc} \square \cdot & \square \cdot & \square \cdot \cdot & \square \cdot & \square \cdot & \square \cdot \cdot \cdot \\ = & 19 \end{array}$$

SECOND TOTAL:

$$\begin{array}{cccccc} \square \cdot \cdot & \square \cdot \cdot & \square \cdot & \square \cdot \cdot \cdot & \square \cdot \cdot & \square \cdot \\ = & 23 \end{array}$$

FINAL TOTAL:

$$19 + 23 = 42$$

Variation with no prediction slip: The spectator rolls the dice on the table, places them in the box and counts the spots on top as before, but you have your back turned. Tell the spectator to replace the lid and to remember the number of spots showing. Explain that there is no possible way you could know the number the spectator is thinking of (which happens to be true!). Turn around, take the box and give it TWO (or six) shakes. Hand the box back to the spectator and ask him or her to once again add up the spots on top while your back is turned, and then to add this number to the original total. When this has

been done, face your spectator (with a look of intense concentration!) and reveal that he or she is thinking of the number 42!

5) Dice Paradise

To conclude your performance, you cause five of the dice in the box to change to a spectator's freely chosen number. Toss the dice onto the table. Ask your spectator to point to the die which shows his or her favorite number and to place it aside. Casually pick up the remaining five dice one at a time, placing them in the box with the chosen number on the side facing you. It is essential that your movements are natural so that you appear to be putting the dice into the box at random. The "SEVEN-SPOT RULE" helps you again here. If you can't see the chosen number on a die, the three numbers you can see will tell you where it is located before you pick it up. Unless the spectator's chosen number is on

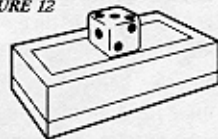
the top or on the bottom of a die, you only have to turn it sideways to get it correctly positioned so that the original spots which showed on the table also show faceup when the dice are in the box (see Figure 11).

FIGURE 11



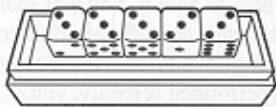
Cover the dice with the lid and place the spectator's selected die on top of the box. Pick up the box with the die on top (as shown in Figure 12) and shake it ONCE.

FIGURE 12



Remove the lid and show that the dice in the box have all changed to the spectator's selected number (see Figure 13).

FIGURE 13



As an additional “kicker” you can invert the spectator’s die (turn it over so the chosen face is touching the lid and another number is on top) and shake the box TWICE MORE. Reveal the changed spots as you say ... *Even if you had chosen a different number, that would have been no problem, because with magic, anything is possible!*

WHAT’S THE PATTER?

Patter is what magicians say to create a mood for a trick and to draw the audience’s attention to details like innocent-looking props. You can use the patter we’ve provided, or make up your own!

PATTER FOR OBEDIENT DICE
Hand your spectator the dice and the dice box and say:

Mix up the dice and place them in the box. Put the cover on and see if you can make them line up in order from 1 to 6 just by shaking the box. No luck? Well, I’m not surprised. Not everyone knows how to make dice obey. How about if I try? You roll the dice on the table for me. Now I’ll put them in the box, in no particular order (Make sure the sides facing you are in order from 1 to 6) ... cover them, and ... shake them (Shake the dice ONCE or FIVE times) ... and now they’re neatly lined up! Shall I have them line up backwards for you? (Shake TWICE). There you go! Want to see another trick?

MAGICIAN’S

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Your magic power
is the secret.
Never give it away!