

Mallusionist

Think of Any Number

This is an amazing feat of mentalism that you can perform yourself with just a little bit of practice. Before performing for friends, family, and corporate events, be sure to read through the instructions carefully at least once, commit them completely to memory, and practice in front of a mirror to make sure your hair looks good!

Dazzling Effect

You (the magician) walk up to someone (the spectator) and tell them that you had a dream about them last night. It was about meeting them in a place just like this and asking them to think of a number. You suggest that, just for fun, the victim should think of a number – any number. You tell them to concentrate and make sure that they have selected only one number.

When they say they have, you ask what the number is. The spectator says the number they were thinking of, and you say, “Yep, that’s the number I dreamed you thought of. Here, I wrote it down.” Then you pull a piece of paper out of your pocket with their number printed on it.

The crowd goes wild.

Devious Method

At the bottom of the second page of these instructions is a rectangle with the number “57” printed in it. Cut out the square and put it in your pocket – this is the number the spectator will guess. It is *very* important that you cut out the square. If you do not cut out the square and just put this sheet in your pocket, then when you show the number to the spectator you will also be showing them the instructions for performing this effect, and that is *very bad form* for a magician.

With the secret piece of paper (the one you *cut out*) in your pocket, approach someone and ask them to think of a number as described in the Effect section. When

they tell you their number, if it’s 57, take the piece of paper out of your pocket and show that you were right.

If the number they chose is not 57 (this sometimes happens), you need to nudge them a little in the right direction.

- If the number is a fraction, imaginary, negative, or transcendental, or if it isn’t an integer, say, “Come on, don’t be cute. Pick a positive integer.”
- If the number is less than 10 or more than 99 say, “Actually, it was a two-digit number” and have them choose again.
- If the number is between 10 and 40 say, “That selection indicates you’re feeling a little low. How about choosing a higher number?”
- If the number is between 60 and 99 (inclusive) say, “Wow, you’re really aiming high! Let’s bring things a little more down to earth and choose a smaller number.”
- If the number is between 41 and 49 or between 60 and 69 say, “The psychic vibrations aren’t quite right. You should choose more of a mid-range two-digit number.”
- If the number is 50, say, “That’s a little obvious. Try something a little less in the middle of the 10 to 99 range – six or seven higher maybe.” (Subtly say the word “seven” really loudly for emphasis.)
- If the number is 51, say, “You don’t really want a number with digits that add up to part of the number of the devil, do you? No, you don’t.”
- If the number is 52, say, “Ah, 52. If we add the 5 and 2 we get 7, giving us 57.”
- If the number is 53 or 59, say, “No, no prime numbers, please.”

- If the number is 54, say, “I don’t think luck is with you. Perhaps if the second digit was a lucky number, what would you have chosen then?”
- If the number is 55, say, “Maybe something a little less symmetrical. That second ‘5’ is throwing the mental energy out of whack.”
- If the number is 56, say, “You chose 56. Next I will show you what I have on this piece of paper, and the next number after 56 is 57.”
- If the number is 58, say, “I think we’d both agree that if I have your number written here I will have won. And so we subtract one from your number, getting 57.”

Once the spectator has been subtly influenced, produce the printed proof of your prediction, take a bow, and enjoy the applause!

