



VERSA PAD

THE ULTIMATE
ADD A NUMBER

THE VERSA PAD

INTRODUCTION

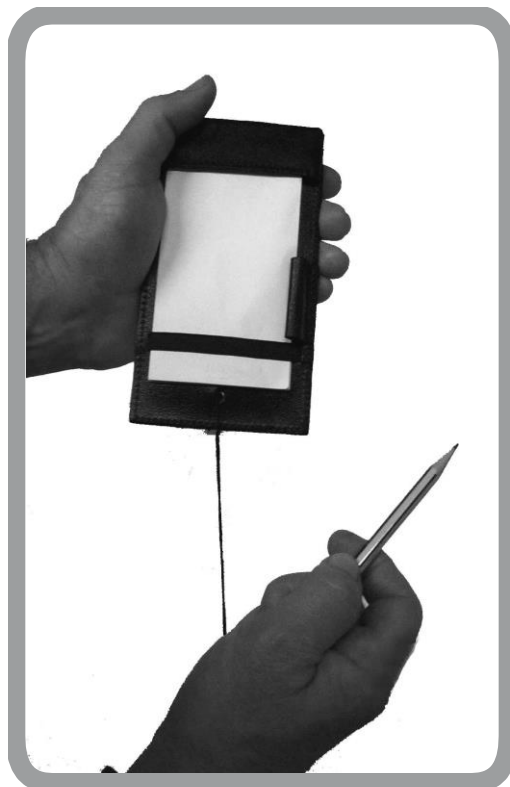
Versa Pad is a premium, handcrafted utility pad designed for the legendary *Add a Number* effect, reimagined with, style, simplicity, and deceptive power.

Handmade in genuine leather, *Versa Pad* delivers a stunning combination of beauty and functionality. It lets you control anything the spectators write, effortlessly and without limits.

BASIC METHOD

You have in your hands a Pad that as you could see, looks perfectly normal and harmless. Nevertheless, if you examine it more thoroughly, you will see that pulling from the thread that holds the pencil (Fig.1), the upper page of the pad will “disappear” behind the leather walls.

FIG. 1



This is due to the fact that the upper part of the first page is attached to a metal rod which is hidden in the leather of the pad. The rod, in its turn, is attached to the pencil so when you pull from it, it will drag the rod and the first page.

As you will see, the sheet of paper is double width and it is $1/2$ length less than the others and its lower edge is covered with the rubber band which holds everything.

What can be seen underneath the elastic band actually belongs to the sheet behind it. This allows us — just like in the classic “Out to Lunch” principle — to have the spectator sign that visible part at the beginning. Then, after the switch is made, the spectator's signature remains visible. This allows the spectator to verified that the page “is the same” that in the beginning during the final step.



ROUTINES

PERFECT PREDICTION

EFFECT

The magician shows an envelope that contains a prediction and he asks a spectator to hold it.

Next, he picks up a Pad and chooses four spectators, each of whom will write a four-digit number on it. Finally, a fifth spectator is chosen to add up the three numbers and when the envelope is opened, they can see that the final result matches the prediction!

SET UP

On the first regular page of the *Versa Pad*, write four different numbers, each with four digits, do it with four different handwritings. Then, cover it with the special page (the one that is hidden in the pad). Write the result of the addition of the four numbers on another sheet of paper and keep it in an envelope as a prediction.

PRESENTATION

Open the pad and ask a helper to sign the page below the rubber band that is to say, on the page that is being covered by the special page. Ask four spectators to write a four-digit number on the rest of the page. Make sure that the spectators are far away from each other.

Let everybody know that you will need the first helper to add up the numbers.

Now comes the key move, where you switch the page. To do this, hold the pencil firmly in your right hand and with the pad in your left hand you make the gesture

of pointing toward the last spectator. This makes the special page be pulled to the hidden part of the pad in a very natural way.

In this way, the numbers secretly written by you will be seen as well as the spectator's signature.

Finally, wait until the spectator adds up the numbers and ask him to dictate the final result to you. Immediately write it down on a board. Having done so, ask the spectator who is holding the envelope to open it and reveal your prediction. They will see that both match.

TIPS

- Obviously, you can choose the number of digits you ask for, as well as the total amount of numbers written. We believe that using four is ideal — that way, even if an especially observant spectator notice and mentally follow the numbers being written, there will be more difficult for the spectator to find out any inconsistencies.
- A great tip to eliminate this kind of situation entirely is to ask an extra spectator (before making the switch) to choose one number to be eliminated by cross out one line on it. This breaks any clear reference and makes it impossible to reconstruct the original sum.
- When you write the numbers, do it changing the handwriting to give the impression that they were written by three different persons.
- The spectator who adds up the numbers will have to be far away from the ones who wrote them, in this way you will prevent them from recognizing their numbers.

HOW TO REFILL

To refill the sheet of paper dragged by the pencil, you have to take it out of the leather pocket behind the pad. Open the flap that you'll find over the pad, to do so, put your fingers as in figure 2 pulling the paper upwards. As you can see in figure 3, this sheet of paper is double length compared it with the pad sheets of

paper and it is folded in the middle. In the center of that fold, there is a hole through which the metal rod is inserted as shown in the picture 3.

FIG.2

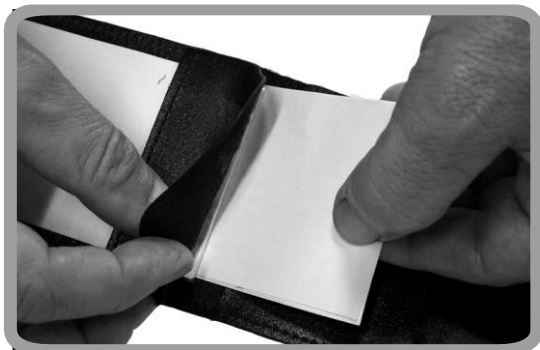
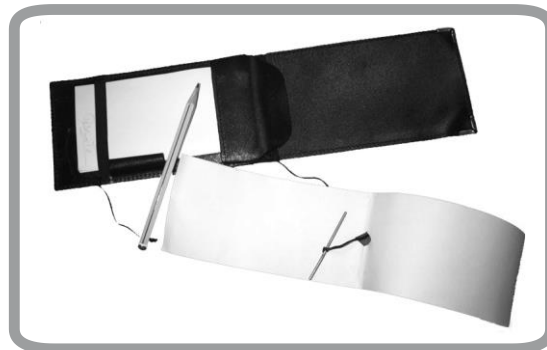


FIG. 3



Insert the rod and pull the thread a little bit with the pencil to start introducing the sheet of paper in the pocket behind the pad. When it has been introduced 1 inch Approx., make the rest of the sheet of paper go through the flap and start pulling it down in front of the pad, until it is introduced as far as the elastic band. Cover the edge of the sheet of paper with the elastic band and pull the pencil a little bit more to make everything flat. Finally, insert the flap in its place and everything is ready to start.

A little tip to make the switch easier is to run the page along the edge of a table a couple of times to bend it slightly and make it softer

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In all of the effects that follow, we've omitted the part where the spectator signs the notepad. However, for the reader's understanding, this is an important detail that significantly increases the impossibility conditions of the effect.

THE LOCK TEST

EFFECT

The mentalist borrows a ring from a spectator and locks it onto a combination padlock. Three spectators write down a number on a notepad, and a fourth person adds them together. The total is entered into the padlock, and it unlocks, freeing the ring.

METHOD

You'll need a *Versa Pad* and a regular combination padlock with a known code.

Just like in the *Perfect Prediction* effect, you pre-write three numbers of three digits on the first regular page of the *Versa Pad*. These numbers should look like they were written by different people and must add up to the padlock's code.

Begin by borrowing a ring from a spectator and locking it onto the padlock.

Then proceed exactly as you do in the *Perfect Prediction* routine: Have three spectators write numbers of three digits, then go to the fourth spectator to ask him to add the numbers. In this action, make the switch with the *Versa Pad* system. When the final sum is entered into the padlock, it opens, revealing the miracle.

VARIATION

If you prefer, you can use a box secured with a padlock, or even a combination safe in which the spectators place several valuable objects.

HIT SONG

A Two-Person Music Revelation.

EFFECT

This is a duet-style mentalism piece, based on a *Harry Anderson* idea, where a blindfolded performer on stage astonishingly plays a tune merely thought of by someone in the audience. It's especially ideal for couples in magic where one has musical skill.

METHOD

Both performers agree in advance on a set list of five familiar songs likely to be chosen by spectators. List the songs on the first regular page of the Versa Pad, next to numbers 1 through 5, using varied handwriting styles to make it seem like each entry came from a different person.

During the show, the magician roams the audience, having five participants each jot down a popular song name. As you give the list to a final spectator, you switch it for the prearranged one, and now the pad displays the song list that you and your partner knows.

A new spectator is then asked to look over the list and silently choose one song by pointing it out to a neighbor, at that point you see which song he is pointing and you give the code to your partner.

To communicate which song was chosen, the mentalist uses a simple verbal code based on additive logic:

The medium needs to ask "He es ready?".

Then you answer:

"Yes" = 1 "He is" = 2 "Ready" = 4

So, for example:

"Yes" = 1st song "He is" = 2nd song "Yes, he is" = 3rd (1+2)

"Ready" = 4th "Yes, ready" = 5th (1+4)

The medium then plays the corresponding tune as if they read the spectator's mind.

VARIATION

If you want to perform this routine solo, a very interesting idea is to write down a list of five songs, one of them being a well-known classic (like Happy Birthday), and the other four having completely made-up names.

You ask different spectators to "write down" a song title on a notepad. Without them looking, you make the switch as you move from one place to another. Then, you approach a new spectator and ask:

"Do you recognize any of the songs written here?"

As soon as they say yes, you'll know they're referring to the popular one, the one you wanted to force.

YOUR NUMBER

EFFECT

The magician hands a notepad to three spectators. Each one writes down what appears to be a random phone number but missing one or two digits. A fourth spectator uses the calculator on their own phone to add the three numbers together.

Once the total is calculated, the magician asks them to enter that number into their phone's dial screen, and make a call to that number. A phone sounds in the room! To the surprise of everybody It's the magician's phone.

METHOD

You'll need a Versa Pad, and your phone.

On the first regular page of the Versa Pad, write three numbers (looking like plausible incomplete or wrong phone numbers) that add up exactly to your full number.

Make sure they look like they've been written by three different people.

PRESENTATION

Hand the pad to three spectators and ask each to write a "random phone number they've had in mind, maybe an old one or an invented one but with 1 or 2 digits left.

Give the pad to a fourth spectator to add the three numbers together using the calculator on their phone. In this action, make the switch with the Versa Pad system.

When the final result is made, you ask him to dial that number and make a call.

The audience will be very surprised when your phone rings.

ESP MATCH

This is a great routine based in and old idea by Richard Lyn.

EFFECT

The magician shows a deck of classic ESP symbol cards: circle, cross, wavy lines, square, and star. After explaining briefly what they are and their history in psychic testing, the magician writes the names of the five symbols clearly on a notepad for everyone to see.

Then, he tears the page off and cuts it into five strips, one for each symbol. Each strip is crumpled into a little paper ball, and the balls are placed in a row on the table.

Two spectators are invited to help.

The magician mixes the ESP cards and lets the first spectator stop him wherever she wants as he moves the cards one by one. When she says “stop,” she takes the top card and looks at it, let’s say it’s the circle, but keeps it secret.

Now, the second spectator is asked to slowly move her hand above the row of paper balls. She’s told to trust her intuition. Meanwhile, the first spectator is asked to silently focus on her symbol.

Eventually, the second spectator stops over one of the paper balls and picks it up. She opens it, and inside is the same symbol the first person chose: the circle.

METHOD

The ESP deck of cards is a Pop Eye Popper with roughing fluid to force the circle.

So, no matter where the first spectator says “stop”, she always gets the circle.

The Versa Pad is used to switch the page, after you write the five symbol names, for one that has the word “circle” written five times.

When you tear out the sheet and make the paper balls, making sure not to show the other side to the audience, you're actually giving the spectator five balls that

all say “circle” inside, so no matter which one is picked, it matches the card the first spectator is “thinking of.”

Of course, you can replace the Pop Eye Popper ESP deck. You can simply force the symbol using your preferred method, such as the cross-cut force or the classic force.

BOOK TEST

This is a great routine based in and old idea by Alan Shaxon

EFFECT

The mentalist displays a large book, (like 900 pages).

Five spectators are asked to write down a number between 100 and 900 on a notepad.

A sixth spectator is then invited to choose one of those numbers, turn to that page in the dictionary, and focus on the first word they see.

Without asking any questions, and seemingly reading the spectator's mind, the mentalist gradually reveals the thought-of word.

METHOD

You'll need a large book (like 900 pages) and a Versa Pad.

On the first regular page of the Versa Pad, secretly write down five specific page numbers, pages you've previously memorized the first word of.

HERE'S HOW

Choose 2 pages near the beginning of the dictionary — one odd (right-hand page) (e.g., page 115), and one even (left-hand page) (e.g., page 134).

Choose 2 pages near the end of the dictionary (e.g., pages 820 and 733).

Then, memorize 1 more from the middle section, either one even or one odd (e.g page 421).

Write these page numbers on the first regular page of the Versa Pad in different handwriting styles to make them appear as though written by different spectators.

During performance, observe carefully how far into the book the spectator opens and which side (left or right) they read from, this will guide you to the correct word.

PRESENTATION

Show the large, impressive book.

Ask five spectators to each write down a number between 1 and 900 on the notepad.

When you approach a sixth spectator, switch the page using the Versa Pad system so they now see the five preset page numbers you wrote earlier.

Ask them to choose one and turn to that page in the book, while you are far away from him.

As they focus on the first word, you subtly see where they opened the book and which side they're reading from.

Then, reveal the word, slowly, dramatically, piece by piece. A miracle!

ONE WORD

This is a great routine based in and old idea by Rudy Hunter.

EFFECT

Five spectators are asked to each write a random Word, the first that comes to mind, on a notepad. A sixth spectator is then invited to look at those words and choose one silently. Now the magician begins to reveal the chosen word, letter by letter, until it is fully named.

METHOD

This routine uses the progressive anagram technique.

You secretly switch the five words written by the spectators for five specific words, carefully chosen so that with only one 'no' (or even none), you can correctly guess the thought-of word.

The five words are:

1- LION 2- ELEPHANT 3- PEN 4- CUBE 5- ENDLESS

These words contain different combinations of letters. This allows you to determine the thought-of word by simply asking about the presence of specific letters.

On the first regular page of the Versa Pad, write these five words in different handwriting styles as if five spectators had written them. During the performance, when a sixth spectator is invited to look at the list, you switch the page using the Versa Pad system so they see only the forced list.

Ask the spectator to choose one word silently and to focus on it. You now proceed using the following letter-check flow:

QUESTIONS AND LOGIC

Question 1:

"Does your word contain the letter E?"

- If they say **NO**, the word is **LION**.
- If they say **YES**, continue to the next question.

Question 2:

"Does your word contain the letter N?"

- If they say **NO**, the word is **CUBE**.
- If they say **YES**, continue to the next question.

Question 3:

"Does your word contain the letter L?"

- If they say **NO**, the word is **PEN**.
- If they say **YES**, continue to the next question.

Question 4:

"Does your word contain the letter A?"

- If they say **NO**, the word is **ENDLESS**.
- If they say **YES**, the word is **ELEPHANT**.

feels like intuition.

Finally, you can reveal the thought of Word.

You can create your own custom anagram, of course. Ideally, it should include a large number of words, so that the final spectator is unable to memorize all the remaining possibilities.

CALL A STRANGER

Based on an amazing idea by Paolo Cavalli.

EFFECT

The mentalist shows two decks of cards. One of them is handed to a spectator to hold from the very beginning. From the second deck, another spectator is asked to freely choose a card.

Next, three spectators are invited to write down random phone numbers on a notepad. A fourth spectator crosses out two of them, leaving just one. A fifth spectator then takes their phone and calls the remaining number.

Someone answers. The spectator tells the person on the other end of the line that their number was randomly selected during a magic show, and kindly asks them to name any number between 1 and 52. The person says, for example, “25”.

Now, the spectator who has been holding the first deck from the beginning counts down to the 25th card, and in that exact position is the freely chosen card.

METHOD

You'll need:

- A Versa Pad
- A friend (Ready to answer the call and say “25”)
- Two additional decks of cards

PREPARATION

On the first regular page of the Versa Pad, write two fake phone numbers and cross them out. The third number is your friend's real number.

Your friend must be trained to always say "25" when asked for a number between 1 and 52.

Prepare a one-way forcing deck to force, for example, the Ace of Hearts.

Prepare another deck with the Ace of Hearts placed in position 25.

PERFORMANCE

Give the stacked deck (with the Ace of Hearts at position 25) to a spectator at the beginning of the routine and instruct them to keep it safe.

Use the forcing deck to force the Ace of Hearts on another spectator.

Ask three spectators to write down random phone numbers on the notepad.

Hand the pad to a fourth spectator and ask them to cross out two of the numbers.

When you give the pad to the fifth spectator, perform the page switch using the Versa Pad system.

The fifth spectator now sees only one number (your friend's number) and proceeds to call it.

When your friend answers, instruct the spectator to say something like:

"We're at a magic show. Your number was selected at random. Could you name any number between 1 and 52?"

Your friend says: "25".

The spectator who's been holding the deck from the start now counts to the 25th card, and it's the Ace of Hearts, the thought-of card.

To enhance the realism of the moment, your friend should hesitate slightly, act surprised, or even sound reluctant to participate. This subtle touch makes the entire experience feel completely spontaneous and heightens the mystery.

MAGIC SQUARE

This is a brilliant idea by the great Argentine magician Facundo Daelli.

EFFECT

At the beginning of the routine, the mentalist hands out an envelope containing a prediction.

Then, on a notepad, they draw a large square divided into 16 smaller boxes (a 4x4 grid), and ask a spectator to freely write random numbers of one or two digits in each box.

Now, a different spectator is invited to choose one row, column, or diagonal from the grid. All the remaining rows, columns, or diagonals are crossed out.

The spectator adds up the four numbers in the line they selected — and the total exactly matches the prediction given at the start.

PREPARATION

On the first regular page of the Versa Pad, draw a 4x4 square (4 rows and 4 columns = 16 cells).

Inside the boxes, write numbers that add up to a total you'd like to predict — for example, 73 (see Figure 1 for a possible arrangement).

53	1	12	7
11	8	52	2
5	10	3	55
4	6	54	9

PERFORMANCE

Begin by handing out a sealed prediction envelope to a spectator.

In front of the audience, draw a blank 4x4 grid on your notepad.

Ask one or more spectators to fill in the boxes with random numbers of 1 or 2 digits.

Approach a different spectator, and as you hand them the pad, perform the page switch using the Versa Pad system.

Now they are looking at your pre-prepared grid with the forced numbers.

Ask them to choose one row, column, or diagonal. Then, have them cross out all other lines they didn't select.

When they add the numbers in the chosen line, it will match the prediction perfectly.

Thanks to the magic square principle, any row, column, or diagonal adds up to the same total, but since the other lines have been crossed out, there's no visible pattern left behind.

A clean, direct miracle.

