

Scripted!

by Larry A. Brodahl

#45: You Win

A simple presentation/props for a trick using the Gilbreath principle.

The magician plays a game with a spectator, and tell his that the spectator is guaranteed to win. The spectator will make every decision. And this all happens because the magician can see into the future.

Difficulty: ★★☆☆☆

Complex Routine: ★★☆☆☆

Method Explained: ★★★★★

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Preface

What you're about to read is a full and complete script. Even the trick handling and methodology will be explained, **IF** I feel that this is in the public domain.

If I don't think this is in the public domain, then I will refer you to the source of the moves. And, in that case, I will refer to any moves exactly as they are called in the source.

Each and every step of creating the script as explained in my previous e-book "HOW TO WRITE A SCRIPT" was not only used, and some of it may be explained.

You are granted full and total rights to the script, to perform and modify as you see fit.

You are NOT granted publication or lecture rights in any format, electronic or otherwise.

The ENTIRE purpose of writing these documents is to demonstrate that script writing is a most powerful and simple process to improve your magic.

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Effect

The magician explains that he would like to get to know the spectator better by playing a game. Except losing at a game isn't fun.

So the magician tells the spectator that he will NOT LOSE the game. The magician knows this because he will go into the future, watch the many versions of the game be played, and will arrange the magicians cards to always lose.

The spectator shuffles his cards and the magician goes into a trance to see into the future. Upon waking up, the magician arranges his own cards.

A game is played and the spectator determines EXACTLY how each round will be played, yet the spectator always wins.

Methodology

This trick is based on the wonderful Gilbreath principle. This makes the trick self working...and impossible looking.

But burying the secret makes the trick even more impossible.

There are 3 considerations and versions to using the Gilbreath principle for this trick.

- #1. Are the cards normal?
- #2. Are ALL the cards gaffed?
- #3. What is the climax to this trick?

The first question is are the cards normal? If I have my druthers, the answer is NO. They are marked. There's only 10 of them, so it's pretty simple to make your own marked set, which will be described below.

The second question is are ALL the cards gaffed? You can easily do this trick with only 5 marked cards. But to do this, you need to force the spectator to chose that set of cards. This will be described in NOTES.

Finally, what is the climax to the trick? This type of trick RARELY has a real climax, as the trick is simply a procedure or process to follow all the way through.

So, it's up to the magician to devise, using psychology, or OTHER props, or even just scripting to indicate the trick is ending. You'll see my reasoning in the SCRIPT INSIGHTS section.

PROPS:

For this version of the trick, you'll need the following props:

A card wallet. Simple black plastic is fine.



10 cards.

5 red and 5 black. Suits are irrelevant. Marked or unmarked as you wish. These are stored in the transparent pocket of the wallet. I do normally use blue backed cards for the black cards, and red backed for the reds.

4 magnetic dots.

I used green stickers.

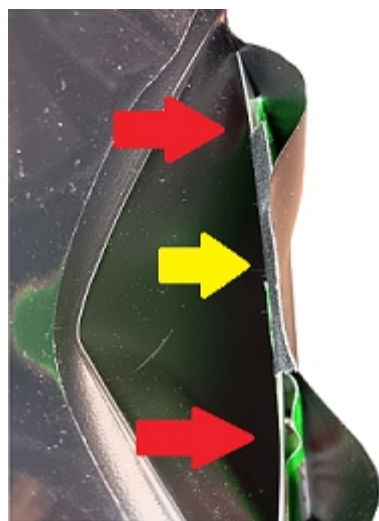
I took a shaving style razor blade, rubbed the sharp edges of the blade against the sidewalk until the edges were dull.



Then I cut the blade into small pieces. I put a piece in the center of 4 of each of the stickers and placed another sticker atop the first. This seals the thin piece of VERY DULL razor between 2 stickers.

A magnetic holder.

For this, I took a playing card, and taped two rare earth magnets to it. Then I taped the card itself inside the non-transparent pocket of the wallet. From the top down, it looks like this:



The red arrows point to the magnets held by green gaffers tape.

The yellow arrow points to the black gaffers tape holding the playing card to the inside of the pocket.

Using the magnetic wallet and stickers means that at the end of the trick, you can simply drop the stickers on the OUTSIDE of the pocket, and they'll stay in place. Convenient way to carry them.

A prize of some sort. (optional)

I use a sticker that says YOU WON on it. You can buy this online easily. I store those stickers behind the magnetic card.



Marking Cards

To mark all 10 cards, you'll need a red and a blue fine-point Sharpie marker.

Since you don't care about the suits of the cards, I don't mark the suits. I ONLY mark the values. I mark in the style shown below:



In my mind, the “petal” reminds me of a clock face. And since I only need 5 values, this works great.

It's not perfect, as the 1 is indicated by the “12” position, but the 2,3 and 4 work well.

5 is the CENTER of the petal.

Any marking system is fine, as long as it makes sense to you. Mark both ends of the cards, of course, so the alignment of the cards doesn't matter.

Remembering the marked cards in order

Part of the secret for this is reading the spectators cards and using that to stack (not secretly) your packet.

I am a slow reader of markings, so I do this in 2 ways.

The first is by using a TIME DELAY to give me plenty of time to read the markings, and to REMEMBER the markings.

So, to delay the spectator, I used scripting. I tell the spectator to shuffle the packet....when they're done shuffling, I have them deal the top card on to the table.

As I'm reading the marking of the card on the table, I tell the spectator to shuffle the remaining cards. And when they stop, to deal the top card on top of the 1st card. And to repeat the shuffle/deal process until all 5 cards are on the table.

I explain this as the best way to guarantee that the cards are well mixed.

Now, as each card is dealt onto the table, I start building my number to remember.

You see, I can't remember 5 numbers, like 4,1,2,3,5. But I CAN REMEMBER 412.3

So, as the first card (in this case, the 4) was dealt, I remember 400.

The second card I use as the 10s, so the number I remember is now 410.

The third card, is the one's slot, so I remember 412.

Now, the 4th number I stick behind a decimal point. So the 3 makes my remembered number 412.3.

The 5 I don't care about. It's BY DEFAULT the only card left.

I can now pick up my packet, and while looking at the faces, put the cards in order as 412.3(5).

The beauty behind this method is that my packet is in reverse order to the spectator packet, which is the secret of the Gilbreath principle.

There is one other tip. If for some reason, you don't see the 4th card very well, don't sweat. As you take the packet, just look at the top card, which is the 5th card. So I remember 412..5 Still easy to remember. It's just that the defaulted card is the 3, and it goes in front of the 5.

See NOTES for an extra idea on this.

Script

You will win

Props: wallet with embedded magnet, 10 cards (marked), 4 markers magnetic, sticker (optional)

prelude for people you don't know.

I don't know you very well, so before I get to doing tricks, I'd like to get to know you better. And one of the best ways to learn about someone is to play games with them. Board games, sports, cards, dice, doesn't matter. It'll tell you a lot.

<go to AAA>

prelude for people you do know

I would...if it's ok....I'd like to play a game. But here's the deal. Games are adversarial. There's always someone that is your competition. Your enemy.

And frankly, I'm not that kind of guy. I want us to all get along and have a good time. And losing...is not a good time.

<go to AAA>

AAA

So, I'm going to do 2 things.

#1 is going to sound totally stupid. I'm going to guarantee that you'll win the game. No matter what you do. You won't be able to LOSE...no matter what.

#2 – and this is going to sound impossible....I'm going to look into the future, and watch every move you're about make.. every decision you'll pick, and this will let me arrange MY cards so you can't lose.

Now this game is a card game, played with 10 cards. The Ace through 5 of red cards, and an ace through 5 of black cards. 10 cards in total.

Show the backs of the cards clearly.

Do you want the red cards or the blue cards?

Red or blue: Oh, a racist! See I wouldn't have known that about you.

Just kidding.

So, take your packet of cards, and mix them up if you would. Give them a shuffle.

As you say the above, you give your cards an overhand shuffle to demonstrate what you mean. When they stop shuffling, you continue with:

You good? Ok great! So, deal the top card right there.

You reach out and touch a spot on the table where you'll have the BEST chance to easily read the markings (if in use).

Go ahead and shuffle the rest of the cards. And when you're done, deal the next card right on top.

Read and remember the card they dealt previously as they shuffle, etc.

You do the shuffle/deal/remember for each card, except the last card. You don't care.

Ok, you've scrambled your cards in ways no one could have predicted, right? And there are 120 different ways you could have ordered your cards.

What I'm going to have to do now is go into a trance, cast my mind into the 120 futures that exist to find the ONE WAY that I must arrange my cards in order to lose! This means I'll have to visit on average, 60 different time lines.

Here we go!

Place your fingers gently on the cards. If you've seen the Dr. Strange/Avengers movies, you know how to move your head, shoulders, and hands in a twitchy way as if you're seeing different futures. Snap out of it when ready.

Arrange your cards according to your memorized number.

I must confess, I was thrown, when in future number 43, you ate that thing off the floor. Made me gag a little.

Well, anyhow, my cards are set. I know I'll lose no matter what you do. So, let's play.

Cleanly drag both packets in front of yourself. Keep them about a shoulders width apart. Your cards on your right, his on the left. Grab the tokens and dump them on the table.

Here's how it's going to work. There are 4 tokens here. You will divide them between the packets. You can put 4 here and none there....or maybe 1 here and 3 or ..2 and 2....it doesn't matter. Then, when you're done....I'll move 1 card from the top of the packet to the bottom for each token there is. The top card then gets dealt onto the table.

This'll make sense. Here we go. How do you want to distribute the tokens.

For purposes of this script, we'll do 4 and 0 for round 1, 2 and 1 for round 2, 0 and 2 for round 3, and 1 on the Right packet for round 4.

4 and 0? So 4 in front of your packet and none in front of mine?
Yeah? Ok.

Pick up spectators packet and 1 at a time, take a card from the top and move it to the bottom 4 times. Deal the next card onto the table. Then pick up your packet and deal the top card onto the table. Pick up each dealt card as you say:

By the way...did I tell you name of this game? It's called
MATCHED, and you win by matching the values.

As you say the last part of the sentence, you turn both cards over at the same time, showing that the cards match.

Oh, congratulations...you've won round 1. We'll mark that.

Take one of the tokens, and put it on top of the 2 matched cards and push them "kinda" on the spectators side of the table.

Ok. That leaves 3 tokens. How do you want to divide them up?

2 and 1
Really? You sure? You don't want it to be 1 here and 2 there?

Ok. I think I remember this?

Pick up spectators packet and 1 at a time, take a card from the top and move it to the bottom 2 times. Deal the next card onto the table. Then pick up your packet, move 1 card from the top to the bottom and deal the top card onto the table. Pick up each dealt card as you say:

By the way...did I tell you name of this game? It's called
MATCHED, and you win by matching the values.

As you say the last part of the sentence, you turn both cards over at the same time, showing that the cards match. Take one of the tokens, and put it on top of the 2 matched cards and push them “kinda” on the spectators side of the table.

Alright! That leaves just 2 tokens. You've realized by now that each token causes a different card to come up, and if you'd have changed your mind about switching the numbers, things would have been drastically different. And by moving cards from the top to the bottom, we're CONSTANTLY re-mixing the cards.

So, how are we splitting them? 2 and none. 1 and 1? none and 2? Your call.

Put the tokens in front of the packets as directed. Then say.

Question for you. Do you want to switch packets? In other words, THIS would be MY packet...and THOSE would be YOURS? Your call.

If they decide to switch packets, it means nothing. The trick still works. So, if they want, swap the positions of the packets on the table.

Alright. So, how are we splitting the tokens?

None and 2.

Well, that's a bold strategy Cotton**. Let's see how it plays out.

Pick up the left hand packet and deal the top card onto the table. Pick up the right hand packet and move 1 card from the top to the bottom of the packet 2 times. Then deal the top card onto the table.

By the way...did I tell you name of this game? It's called MATCHED, and you win by matching the values.

As you say the last part of the sentence, you turn both cards over at the same time, showing that the cards match. Take one of the tokens, and put it on top of the 2 matched cards and push them “kinda” on the spectators side of the table.

Well, so far you're batting a 1000. You've matched EVERY TIME.
You have 1 token left. Who gets it?

Right
Ok. Right it is.

Pick up the left hand packet and deal the top card onto the table. Pick up the right hand packet and move 1 card from the top to the bottom of the packet . Then deal the top card onto the table.

Now, point out that there's only 2 cards remaining undealt.

And of course, we have the last 2. But no tokens....which makes sense. How do you deal a single card to the bottom exactly?

Grab the tabled pair in your left hand, and the remaining pair in your right. As you say the last lines, turn BOTH pairs over very deliberately and dramatically as you say.

By the way...did I tell you name of this game? It's called
MATCHED, and you win by matching the values.

And I think THAT'S THE GAME.

Toss both pairs into the center of the table, pick up your card wallet, and remove a WINNER sticker, which you hand to the spectator.

Congratulations. You're a winner.

Give them a sticker. (optional)

Analysis of the trick

The trick is a brilliant adaptation of the Gilbreath principle, which Max Maven said was “a thing of terrifying beauty”.

It's entirely self working, which means you have not much to do except present it.

I first saw a club member Matt Spielman demonstrate this and that he said he saw on a YouTube video by Craig Petty.

Matt also mentioned that he deconstructed it by watching Craig's routine...which is less than perfect in my mind.

So I decided that the order of the cards needed to be unknown to the spectators but known to the magician.

This brought up thoughts of packet switches, force techniques, etc. But marking 5 cards seemed simplest.

And even if the spectator suspects marked cards, it still doesn't help unravel the base principle.

And if the spectator DOESN'T suspect marked cards, they'll NEVER understand how any of the trick worked, as the base principle can't work without that knowledge.

Then I played with the trick about 30 times, trying things like switching packets, reverse ordering both packets midway through the trick etc. Just to see what would actually “break” the Gilbreath principle. I believe doing things like this further confuses the spectator when they try to reconstruct what happened.

Switching the packets seems to confuse the best for the small amount of effort it takes to do. And just the offer to switch helps muddle the secrets, I believe.

Script Insights

This trick, like many other self working tricks, does NOT have a climax. So you must build one.

I feel that re-emphasizing that the cards are matching and repeating the “Did I tell you the name of the game” over and over not only gets slightly amusing, but let's them know the cards matched before they even see them.

I decided to pump up the ending both vocally, by saying slightly louder, “ THAT'S THE GAME”, and by turning over the 4th and 5th packets together at the same time, and tossing them down.

The handing out of a sticker emphasizes that the game is done, and rewards the winner, which is psychologically pleasant.

Everything else was written to give as many choices as I could while not worrying about the trick. This should add max confusion to re-constructing the routine.

Notes

You can indeed do this trick with just 1 marked packet. You just need to force the use of the marked cards on the spectator.

What I do is:

1. show both packets
2. shuffle the unmarked packet
3. hand the packet to the spectator to shuffle
4. shuffle the marked packet
5. hand the marked packet to the spectator to shuffle and TAKE the unmarked packet.
6. Have the spectator go through the shuffle/deal process.

You can also do the trick without **any** marked cards. Both packets need to be stacked in the proper orders ie: 1,2,3,4,5 and 5,4,3,2,1

respectively. And you should DEFINITELY give both packets some false shuffles and cuts.

If I were to use totally unmarked cards, I'd have all 10 cards set up in red/black order, do my false shuffles and cuts and then deal the out, using the colors of the backs as my separator. If you could make the order of the cards more mixed looking than red/blue, it could be quite the fooler.

And if you're really insane, you could get a gamblers punch and mark the cards. Then YOU would do the shuffle/deal process for both packets, but you would read (through the bumps in the cards) the spectators stack.

Extra thought on reading the cards

If you've somehow missed 1 or more of the cards, you can make up for it when you're in a trance. Simply - with your fingers - spread the cards on the table so that each finger can sit atop a card.

During this spread and trance, you should have time to recheck all of the numbers.

*** also, as you pick up the 2 cards for the reveal, you can read the markings so you'll know in advance that everything is ok.

Trivia

The line "That's a bold strategy Cotton**" is from the movie DodgeBall. Great movie.

Credits

Norman Gilbreath for his discovery of the principle that bears his name.

Matt Spielman for demonstrating this to the club.

Craig Petty for demonstrating this on his YouTube channel.

A nod of gratitude as always to my long suffering and oh-so-patient wife, and also to my friends Roger Reese and Ferry Gerats for words - some encouraging, some not - handling suggestions, postmortem reviews, etc.

An Additional Service

If there's a particular trick or sequence of tricks that you'd like to have a script written for, feel free to contact me.

Now, if you're lucky, it's one I was planning on publishing already, and I'll push it to the front of the line.

Or – you can hire me to write a script.

There are two levels of scripting service:

1. You pay a less expensive fee, and get exclusive performance rights for a set period of time. (All negotiable) At the end of the time period, I have full and complete rights to do with the script what I will.
2. You pay a more expensive fee, but you get exclusive performance rights forever.

There are other details we'll have to discuss, but the *exact* details will vary for each script.

Final thoughts

Your mileage may vary.

If you have questions or comments, **please feel free to contact me.** My email address is [larry\(at\)LarryBrodahl.com](mailto:larry(at)LarryBrodahl.com)

Or...if you'd rather....leave a review of the book on Lybrary.com. I'd love a review, good or bad!

Believe me, I'll read them.

As a matter of fact, I'd like to actually have a conversation with you over a review or a “customer ranking” so that I can improve on giving you what you need.. So please, feel free to email me.

Enjoy! And thanks for taking the time to read this.