

## Choices

### **A great mentalism piece that you'll do forever!**

**Effect:** You remove a small coin envelope and dump out three coins: A quarter, a nickel and a dime. Then, you ask a friend to point to one of the coins. It's a *free choice*... really.

Let's say, he chooses the quarter. After asking him if he wants to change his mind, you tell him to turn over all the coins and written on a sticker on the back of the quarter is "I *knew* you would pick me!"

This is a great trick that you'll carry with you always.

### **What You Need:**

- A small coin envelope.
- Three coins. One must be large, like a US Quarter. I will assume, for the explanation, you will use a nickel and a dime, too.
- A small index card cut to fit inside the envelope.
- A small, round, white sticker, no bigger than the Quarter.
- A pen.

### **The Preparation:**

Write on the sticker, *I knew you would choose me!* You'll need to write it small, but make *sure* it can be read. Stick it to the quarter.

Next, write on the index card, *Because of your personality, I knew you would choose the dime!*

Finally, on the *smooth* part of the envelope, that is, the side attached to the flap, write, *I just knew you would choose the nickel!*

You no longer need the pen.

Place the card in the envelope and drop in all three coins making *sure* that the sticker on the quarter is facing the smooth side.

Close (but don't seal) the flap and place the whole thing in a pocket. You are now all set!

### **The Performance:**

This one is easy to do, but you must use some psychology to make it play.

Remove the envelope, and do not flash the writing on the envelope. To them, it's just a plain old envelope, but don't point that out to them.

Open the flap and gently allow the coins to slide onto the table. You will see that by placing the quarter the way I told you to that the sticker will now be facing the tabletop. To them, all you did was open a coin envelope and dump out three coins.

Place the envelope to the side, but not too far away from the coins. Now, tell your friend to choose one of the three coins, the quarter, dime or nickel. After he does, ask him if he'd like to change his mind. Sometimes they do; sometimes, not. It really doesn't matter, but you want them to know that they had a *completely free choice* in the matter.

### **After he chooses a coin, you have three endings:**

- **If he chooses the quarter, ask him to turn over all the coins and he will see your prediction on the back of the quarter!** Then, drop the coins into the envelope, close it and place it into your pocket. Again, be sure not to flash the writing on the envelope.
- **If he choose the dime, open the envelope and slide out the card.** Briefly show him the inside of the empty envelope (without exposing the writing on it) and have him read the card. As he does, gather up the coins, drop them into the envelope, retrieve the card and slide it into the envelope with the coins. Close it and place it into the pocket without flashing the writing on the envelope.
- **If he chooses the nickel, turn over the envelope and have him read your prediction.** Then just scoop up the coins and drop them into the envelope, close it and place it into your pocket.

