

賭神之手 Hand of the God of Gamblers

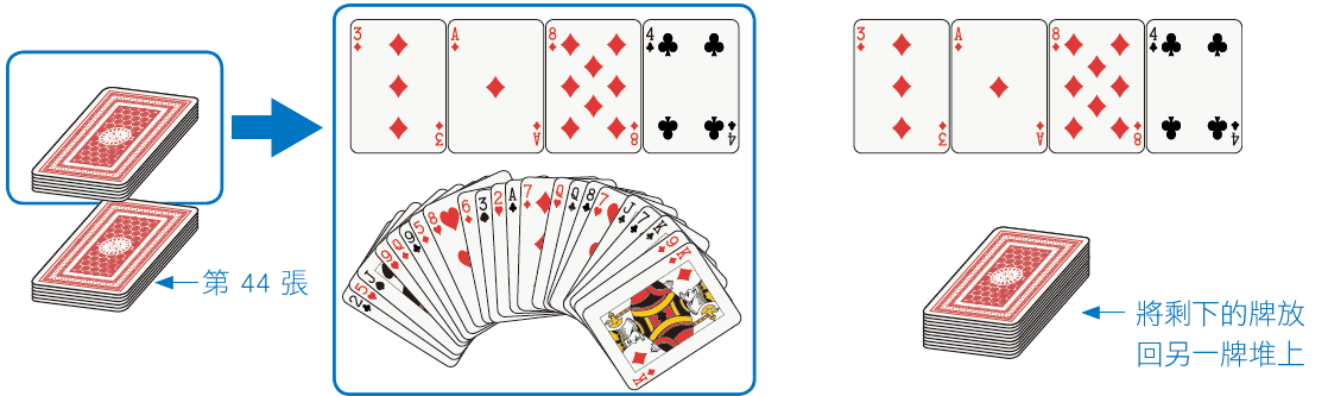


- ① Have students choose a lucky card and calculate its lucky number.
- ② Ask students to insert the lucky card they chose into the deck at random.
- ③ The magician takes out the inserted lucky card and the cards adjacent to it.
- ④ After dealing the lucky number of cards, flip over the last one you've dealt.
- ⑤ You'll find that this card has the same suit and number as the two adjacent cards!

十全十美 Perfect Ten

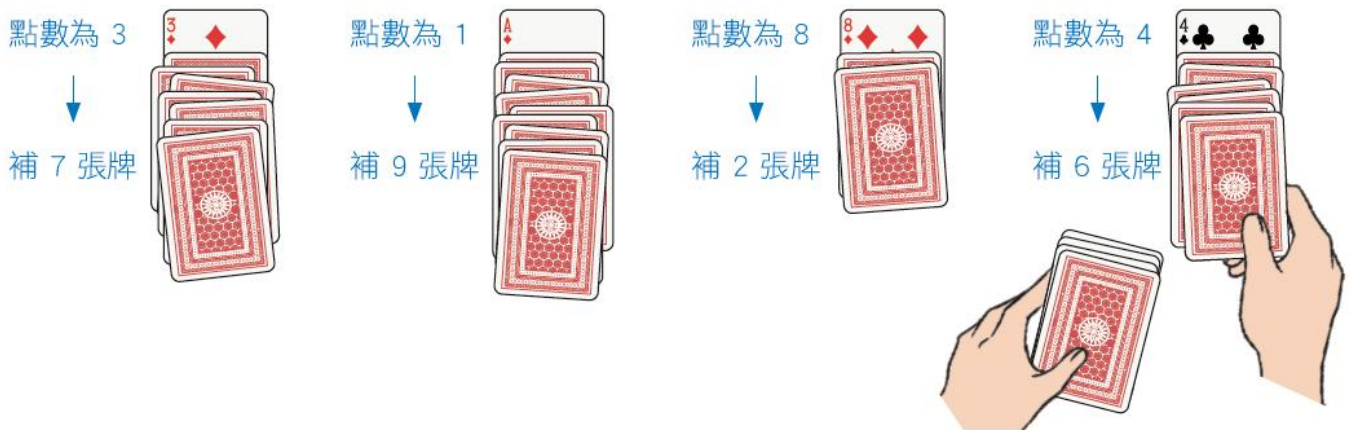
- ① 將牌分一半，請學生從上方一半的牌堆中挑出 4 張小於 10 的牌，並將剩下的牌放回另一牌堆上。

Divide the cards in half and ask students to pick out 4 cards smaller than 10 from the top half of the pile and put the remaining cards back on the other pile.



- ② 接著從學生挑的 4 張牌開始。若牌面點數為 3，則從牌堆補 7 張牌；若牌面為 1，則補 9 張牌……以此類推。

Then, starting with the 4 cards picked by the student, if the card has a value of 3, 7 cards are added from the deck; if the card has a value of 1, 9 cards are added, and so on.



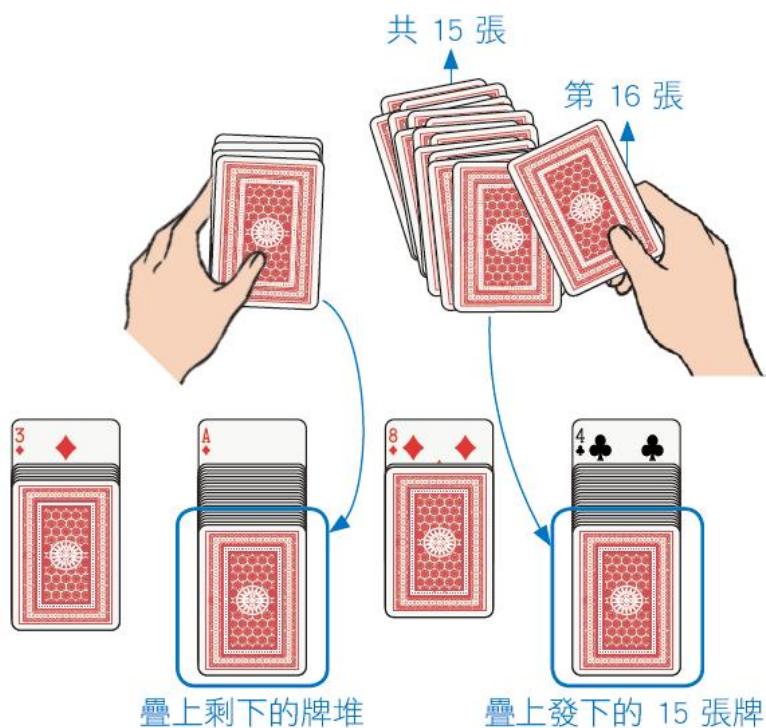
- ③ 補完牌後，請學生說出這 4 張牌點數的總和(此例為 16)，接著請學生從牌堆發牌到第 16 張。

After the cards are drawn, have students say the total value of the four cards (in this case, 16). Then have students deal cards from the deck up to the 16th card.

$$\begin{array}{|c|} \hline 3 \\ \hline \text{Diamonds} \\ \hline \end{array} + \begin{array}{|c|} \hline A \\ \hline \text{Diamonds} \\ \hline \end{array} + \begin{array}{|c|} \hline 8 \\ \hline \text{Diamonds} \\ \hline \end{array} + \begin{array}{|c|} \hline 4 \\ \hline \text{Clubs} \\ \hline \end{array} = 16 \text{ 點}$$

④ 將學生手上剩下的牌與學生發的牌，分別放在間隔的牌堆上。

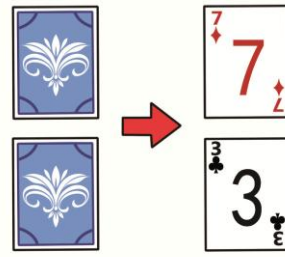
Place the remaining cards in the students' hands and the cards dealt to them on separate piles.



⑤ 拿出預言卡與學生手上的第 16 張牌揭開預言。

Take out the prediction card and the 16th card in the student's hand to reveal the prediction.

神機妙算 Divine Calculation

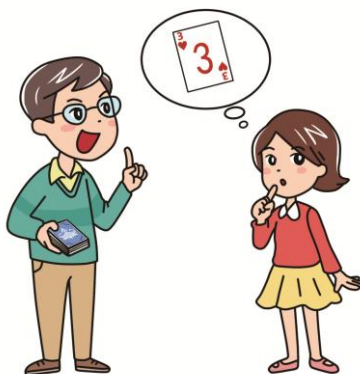


- ① 魔術師拿起事先準備好的手牌，同時從最上方和最下方各抽一張牌，直至學生喊停止。

The magician picks up the cards he prepared in advance and draws a card from the top and bottom at the same time until the student shouts "stop".

- ② 將學生喊停止的兩張牌翻開，並分別設為個位數字。

Turn over the two cards that the student shouted "stop" and set them as the units digit.



- ③ 請學生選一張牌設為十位數字。

Have students choose a card to represent the tens digit.



- ④ 學生用計算機和魔術師心算，比賽誰比較快算出此二位數相乘的答案。

Students use calculators and magicians do mental arithmetic, competing to see who can calculate the answer to the multiplication of these two digits faster.