

# THE KONAMI CODE

*We start with an extremely unusual concept in which photographs of people pointing in different directions are used to eventually force a particular photograph. I urge you to try it out with playing cards (drawing arrows on the faces) to understand the concept, and then perhaps you will find a place for it in your repertoire. Tomas has developed several presentations and ideas for this concept, and I will explain the one that I think is the most unique.*

## *Effect*

Tomas brings out a collection of photographs of people. Each person is pointing either up, down, left or right in the photographs. The participant cuts off some photographs and mixes them, while Tomas deals the remaining photographs face down onto the table in a large grid.

The participant is then asked to deal her cards onto the table in an interesting way: the first photograph is dealt onto one of the face-down photographs, and then the next is dealt in whichever direction the person in the previous photograph is pointing. When the participant exhausts her packet, she turns over the picture that the last photograph is pointing at. It is a photograph of Tomas pointing at the camera!

## *Requirements*

Arrange to take (or download) photographs of people pointing in different directions (fig. 1 on the next page shows a collection of Tomas' photographs). Specifically, you need:

- 6 photos of different people pointing left
- 6 photos of different people pointing right
- 4 photos of different people pointing up
- 4 photos of different people pointing down
- 1 photo of you pointing straight at the camera
- 20 photos of different people pointing in any of the four directions

## Setup

Stack the photos, from the top down of the face-down packet:

- 2 left
- 2 down
- 4 right
- 3 up
- 3 left
- 2 down
- 2 right
- 1 up
- 1 left
- Force photo of yourself
- 20 photos of people pointing in random directions

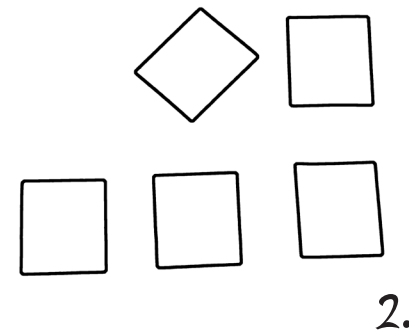


## Handling

Introduce the photos and explain that you have a penchant for photos of people pointing. Spread to show the photos (you can mix the twenty cards at the face, unless you plan to repeat the effect as described in Comments), but try to avoid showing the force photo in the middle of the packet.

Hold the cards face down and instruct the participant to lift off less than half of them. It is important to ensure that she cuts off at least two cards and no more than twenty cards.

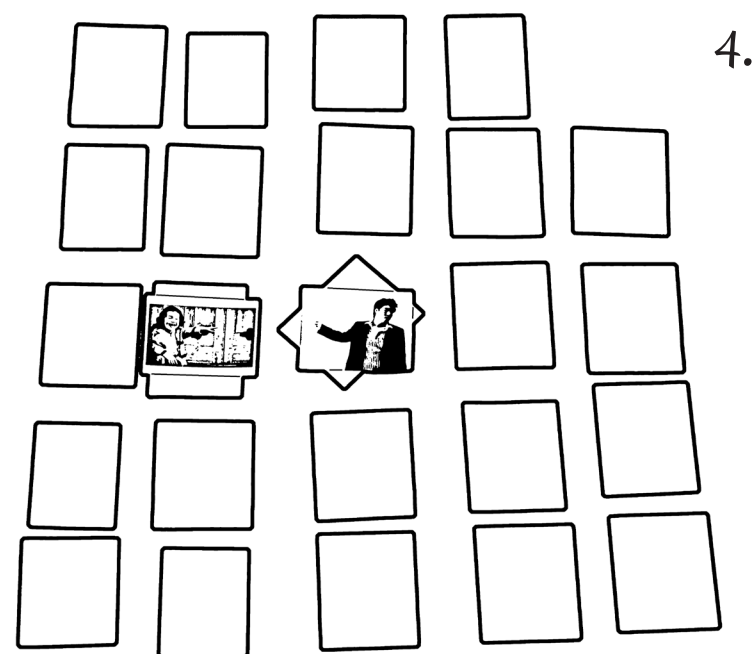
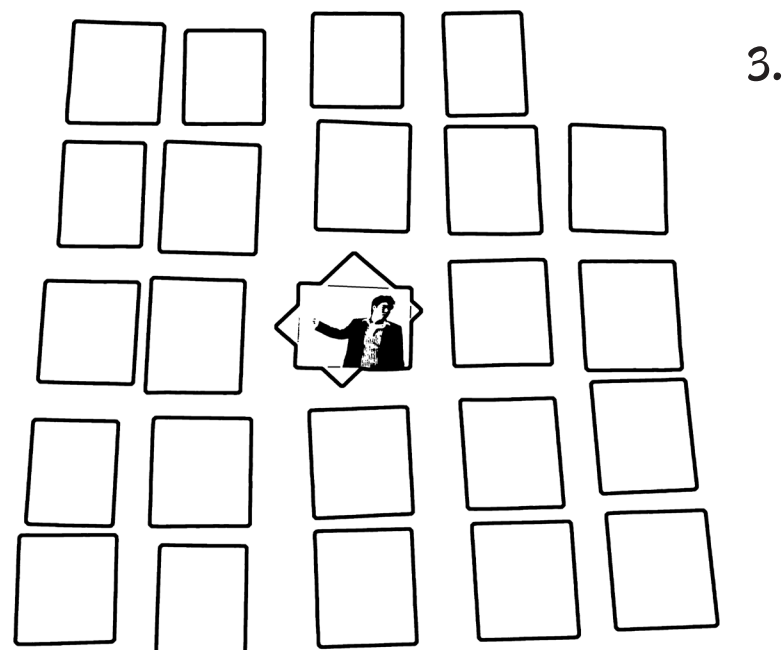
Deal the remaining cards face down onto the table in a clockwise spiral pattern, keeping track of where you started by tilting the first photo forty-five degrees, whereas all of the other photos will be positioned with a short edge toward you. Deal the second photo to the right of the first photo, the third one below, the next to the left and so on (fig. 2) to form a clockwise spiral.



As you are dealing the cards, ask the participant to mix the photos that she cut off and then to select a photo and to place it aside. Explain that the selected photo will be used at the very end of the trick. She may decide to do this randomly, or deliberately by looking through her photos to select a man or woman that she likes.

Next, ask that she start to deal the photos face up, with the first photo going on top of the first card dealt in your spiral (fig. 3). For this to work, she must be on the same side of the table as you, and *not* opposite you. The next photo should be dealt to wherever the previous photo points (left in the case of fig. 4). Be sure to point out where the next photo is going to be placed since it is easy to get confused, especially if the pointers start going back and forth a few times. The face-down photos at the bottom will always be visible thanks to them being rotated ninety degrees.

When she runs out of photos, let her take the photo she placed aside in the beginning and place it into position to complete the “pointer worm.” Remind her that she chose which photo to use last to indicate the final position. It will point at a photo that might have one or more photos on top of it. In that case, carefully remove them so that everyone can see the back of the photo at which her final photo is pointing. “*Wouldn’t it be amazing if this leads to you?*” Allow her to turn over the final photo to look at it. She will see a photo of *you* pointing directly at her! She has found herself, so to speak!



## Comments

If you want to be able to immediately repeat the effect, make sure that the bottom twenty cards are in the same pointing order as the top twenty cards. To do this, look at all the face-down cards that were dealt *after* the force photo in the spiral pattern. Collect these cards so that last card dealt ends up at the face of the packet, and the card closest to the force photo ends up on top of the packet. Drop this packet on top of the face-down force photo, and then put the rest of the cards in any order at the face of this packet. You are ready to repeat it just once more before you have to completely reset the cards.

Tomas has created a number of other stacks using different numbers of cards. Here are a few of them:

1 down

1 right

1 up

1 left

Force card

Any number of mixed cards

*(The participant must cut one to four cards.)*

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1 up

1 left

2 down

2 right

1 up

1 left

Force card

Any number of mixed cards

*(The participant must cut one to eight cards.)*

1 left

1 down

2 right

1 up

1 left

Force card

Any number of mixed cards

*(The participant must cut one to six cards.)*

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2 right

1 up

3 left

2 down

2 right

1 up

1 left

Force card

Any number of mixed cards

*(The participant must cut two to twelve cards.)*

2 down  
2 right  
3 up  
3 left  
2 down  
2 right  
1 up  
1 left  
Force card  
Any number of mixed cards

*(The participant must cut two to sixteen cards.)*

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2 left  
2 down  
4 right  
3 up  
3 left  
2 down  
2 right  
1 up  
1 left  
Force card  
Any number of mixed cards

*(The participant must cut two to twenty cards.)*

## *Credits*

While not a magic credit, a quick word on the title might be required. The Konami Code is a famous cheat code that appears in many video games where the player must enter a specific key combination (up, up, down, down, left, right, left, right, B, A) to unlock the cheat. With the Konami combination in mind, the name is a perfect fit. Thanks to Rich Aviles for suggesting the name.

3 right  
2 up  
5 left  
4 down  
4 right  
3 up  
3 left  
2 down  
2 right  
1 up  
1 left  
Force card  
Any number of mixed cards

*(The participant must cut three to thirty cards.)*