



MECHANIC DECK

VR2

MARKING SYSTEM



REVOLUTIONARY

MARKING SYSTEM



INTRODUCTION

The new Mechanic Deck has rolled out the garage and is now better than ever. It's been in for a total upgrade, not just a quick spray job.

Fresh new design, updated animation system and vastly improved handling as a marked deck. In this PDF you will learn how to read the backs at a glance, enabling you to divine the identity of any card quickly and easily. After a little bit of practice that is!

Use The Mechanic Deck's marking system to streamline your existing effects or as the basis for the creation of new card material.

So buckle up and let's take it for a spin.

Jimmy K
Chief Mechanic



ANIMATION

HOW IT WORKS



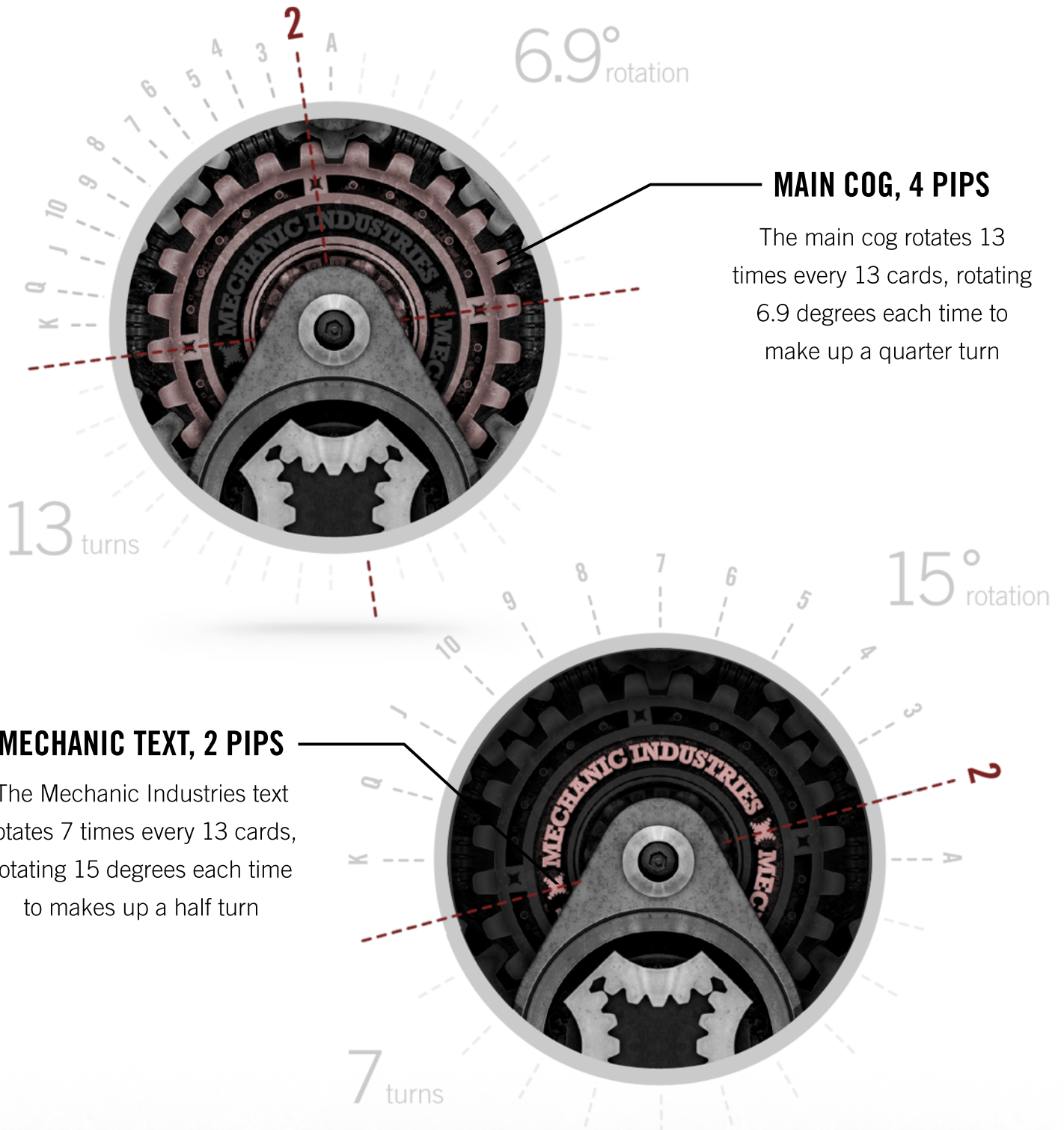
THE CORE SYSTEM

Think of each playing card as a frame of animation. Each suit is made up of 13 cards. For each 13 cards (or 13 frames of animation), the cogs will rotate 1/4 turn counter clockwise when in numerical order. There are 4 suits in a deck, so put the arranged cards together in any suit order and this will make one complete rotation on the cogs. As long as the cards are in running order, ie. A - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10 - J - Q - K it doesn't matter what order the suits are stacked, the animation will function perfectly.

Even in a fully shuffled state, the deck will still appear to animate, due to this core 13 frame principle. Try arranging the cards in various ways, for instance A - K, K - A, A - K, K - A to get different effects of cogs going back and forth, stuttering or stalling.

READING THE COGS

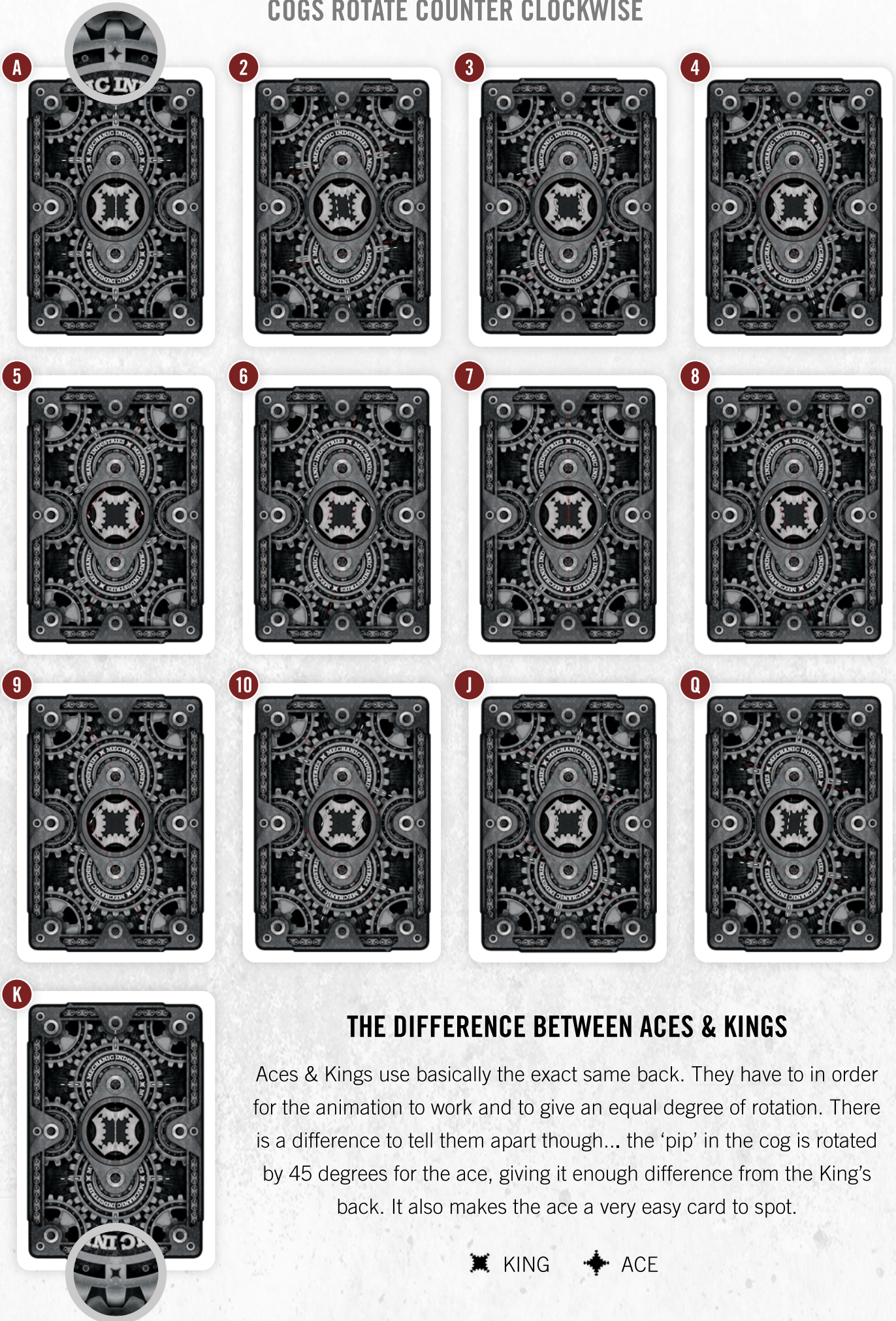
NOW THERE'S 2 REFERENCE POINTS!



Basically the cog turns a 1/4 turn and the text within turns a 1/2 turn every 13 cards. This ensures the animation 'loops', but it also means that there are 2 reference points to help you determine the value of the cards. This really helps telling the difference between 6's and 8's for example. You may have noticed that Aces and Kings are the same, we will get to how to tell these apart shortly.



MARKINGS

COGS ROTATE COUNTER CLOCKWISE



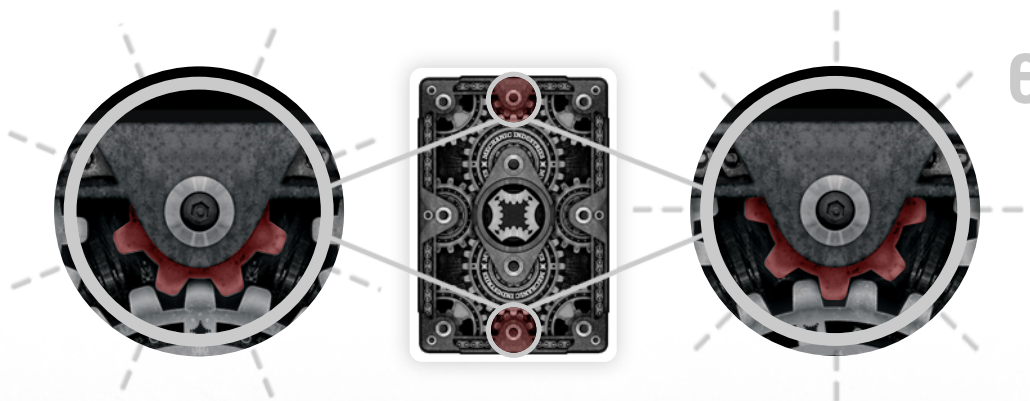
THE DIFFERENCE BETWEEN ACES & KINGS

Aces & Kings use basically the exact same back. They have to in order for the animation to work and to give an equal degree of rotation. There is a difference to tell them apart though... the 'pip' in the cog is rotated by 45 degrees for the ace, giving it enough difference from the King's back. It also makes the ace a very easy card to spot.

 KING
  ACE

KEY POINTS AND USEFUL TIPS

odd
cards

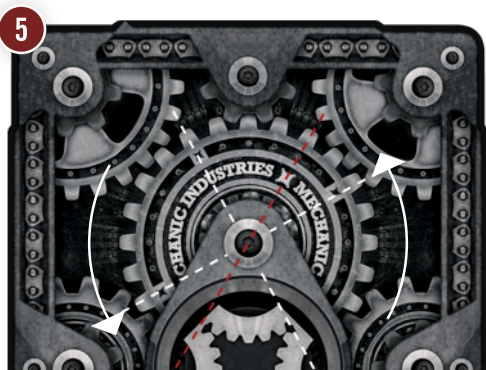


even
cards

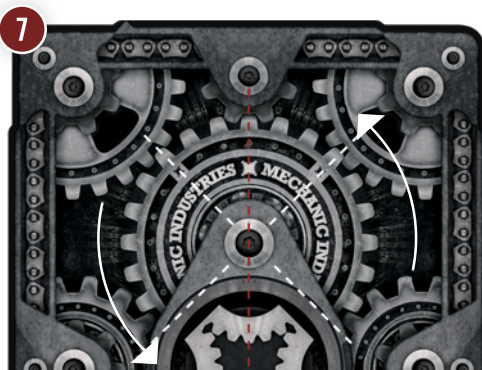
ODD / EVEN DISTINCTION

If you ever get stuck and are not sure if it's a 5 or a 6 for example, you can use the very top or bottom cogs to tell if the card is odd or even. Odd cards the small cog is 'eating' the other cog, and even cards the small cog 'feeds' the other cog! Easy to remember - 'even cards' the small cog points straight down where 'odd cards' the small cog is at an angle. This works for court cards too, just count the Jack as 11, Queen as 12 and King as 13. Just a little tip that can help if your in 2 minds over a certain card.

TWO POINTS OF REFERENCE



Low spot cards, the 'text pip' is on the right side of vertical



7's are easy cards to spot as cog pips are exactly 45 degrees. Text pips are vertical.



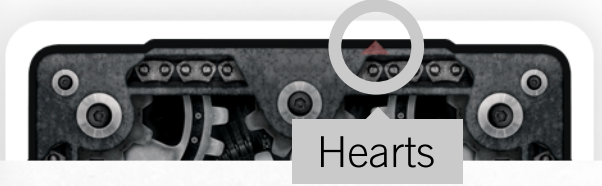
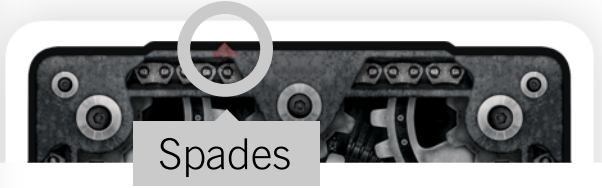
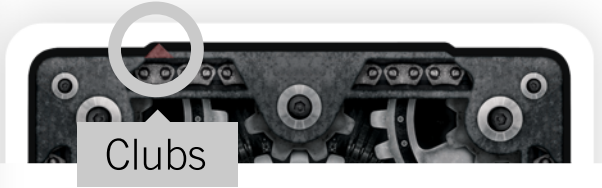
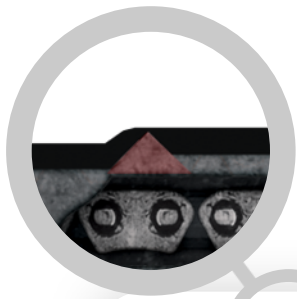
High spot & courts cards the 'text pip' is on the left side of vertical

COGS ROTATE COUNTER CLOCKWISE. SIMPLY COUNT UP, USE THE TEXT PIP AS A SECONDARY REFERENCE POINT FOR TRICKIER CARDS

A brand new feature for The Mechanic Deck VR2 is that there are now 2 points of reference when reading the backs. With the first deck telling low and high spot cards apart was a little tricky as they both looked very similar. Which side of vertical they have rotated from is key to determining the card value. As well as the cog turning, you now have the 'Mechanic Industries' text and pips as a marker. This turns twice as fast as the cog giving you a visual indicator as to which end of set of 13 cards it is - i.e. high or low.

SUIT INDICATOR

BRAND NEW FEATURE FOR VR2



TRIANGULAR PIP MARKER READS LEFT TO RIGHT IF LOOKING AT TOP OF CARD - READS RIGHT TO LEFT IF LOOKING AT BOTTOM OF CARD

CLUBS - SPADES - HEARTS - DIAMONDS

NOW A FULLY MARKED DECK!

Another new feature in the new Mechanic Deck VR2 is the suit indicator. The deck still uses the 13 repeating back principle from the first deck to allow you to read the card value. We have now added an indicator to each set of 13 cards allowing you to quickly tell what the suit is of each cards from a quick glance. Hidden in plain view, easy for you to spot and goes by completely unnoticed by your spectators.



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As well as enjoying the flip-book animation, we hope that this PDF has given you all the information you need to use The Mechanic Deck VR2 as a marked deck in your magic performances. After a little bit of a practise and getting used to the underlying system, it does become very easy to use marked deck, giving you a massive head start over your spectators.

The Mechanic Deck VR2 is not intended for use in a straight up card game, especially if there's money involved. Sure, cheat for a laugh and mess with your friends but not for profit. We accept no responsibility for lost fingers or hammer induced broken hands. Use it to have fun and stay safe, you were warned...

Please visit the Workshop at www.mechanicindustries.com for video tutorials for The Mechanic Deck and other great Mechanic Industries products.

Workshop
FINE TUNE YOUR MAGIC

WWW.MECHANICINDUSTRIES.COM