



# MARKING SYSTEM

SHINER & GLIMMER DECKS

# REVOLUTIONARY

## MARKING SYSTEM



### INTRODUCTION

For Mechanic's 5th birthday we have released our 4th & 5th decks - The Shiner and Glimmer Decks. Both of these decks work exactly the same in terms of their marking systems. This is the 3rd generation Mechanic Deck and the backs are now even easier to read. 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 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

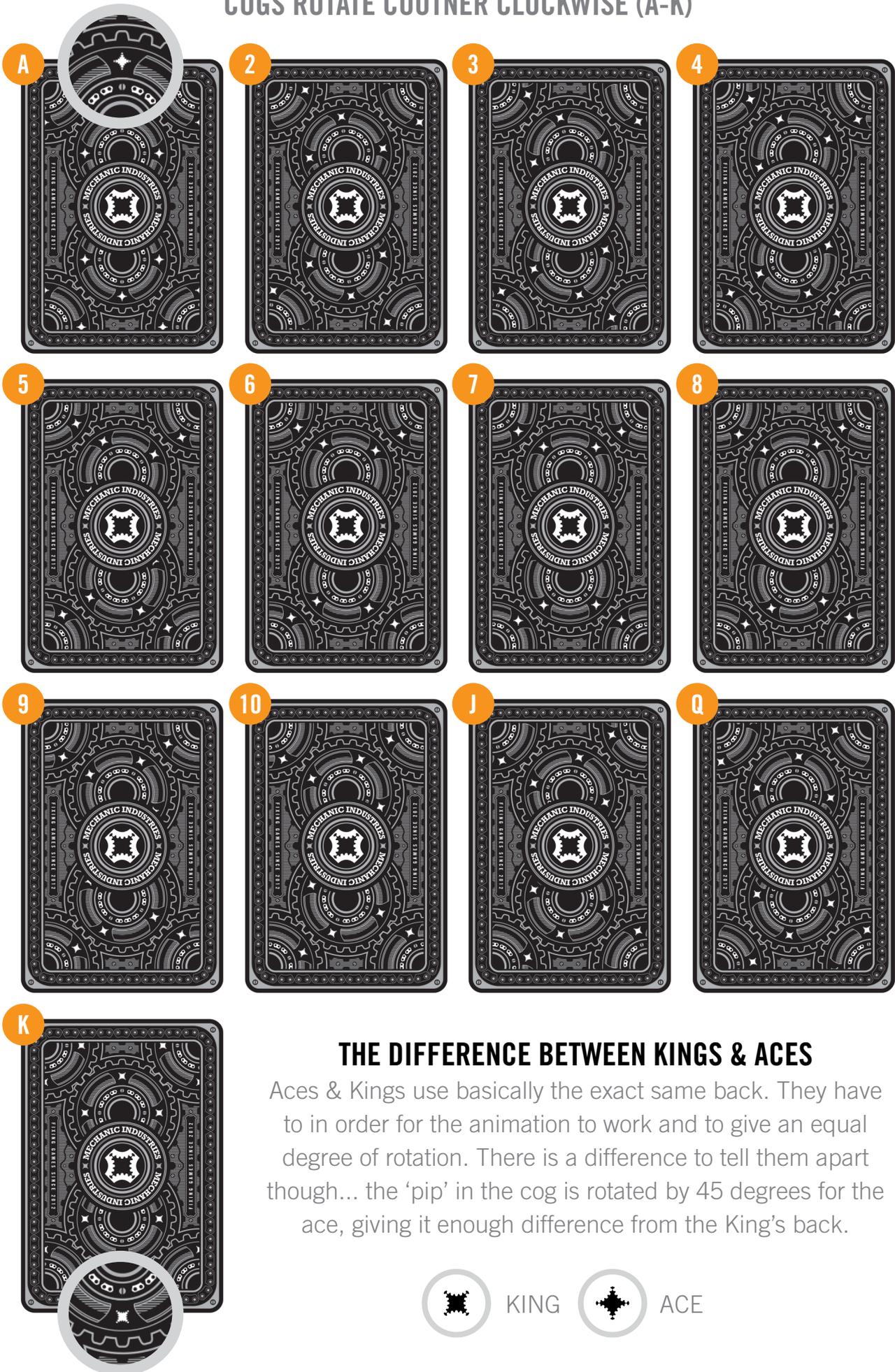
Think of each playing card as a frame of animation. Each suit is made up of 13 cards. For each 13 cards (or 13 frames of animation), the cogs will rotate 1/4 turn counter clockwise when in numerical order. There are 4 suits in a deck, so put the arranged cards together in any suit order and this will 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.

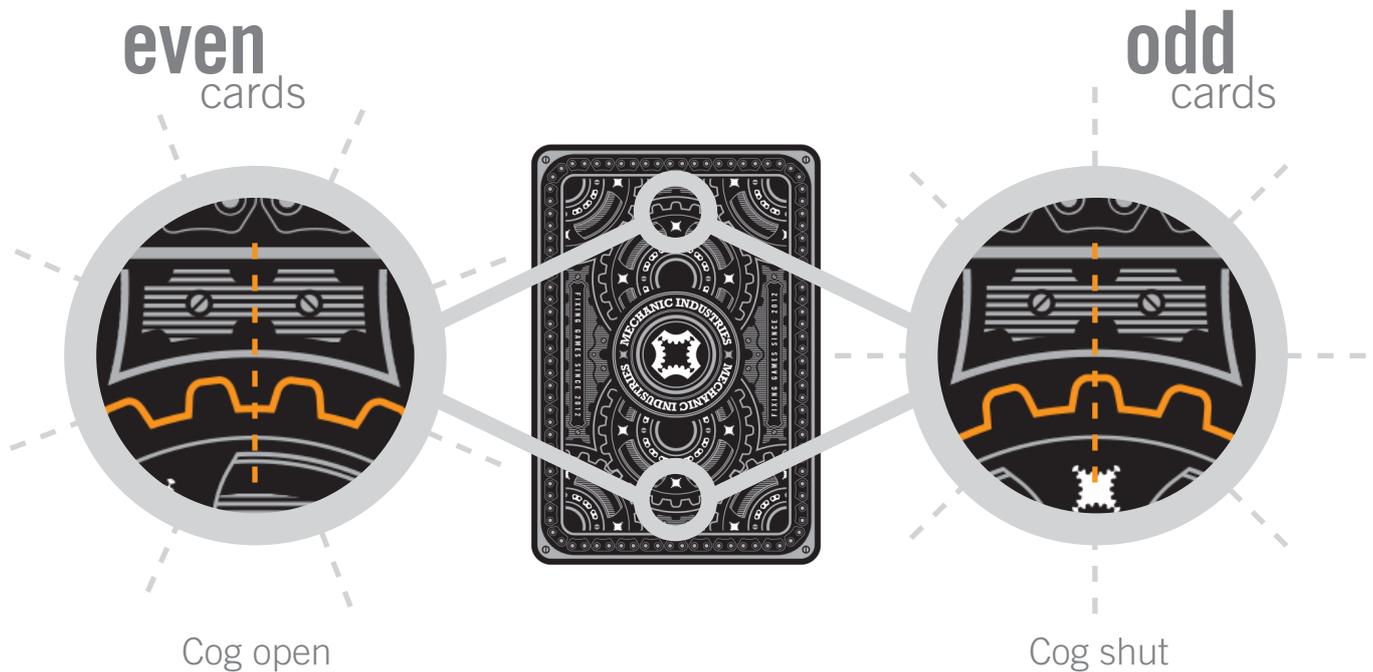


# MARKINGS

COGS ROTATE COUNTER CLOCKWISE (A-K)



# KEY POINTS AND USEFUL TIPS



## 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 main cog at the top to tell if the card is odd or even. For even cards, the cog is in an open configuration against the vertical axis (orange dotted line). For odd cards the cog is closed state. These are the only 2 states for this main cog.

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.

## TIPS ON HOW TO APPROACH THIS SYSTEM

Like most things in magic, learning to read the cards will take practise. Once you are familiar with, and really understand how the system works it's just a matter of training your eyes to see the orientation as a value. Start with Aces, Kings and Sevens as these are the easiest cards. Practise spreading through the deck and spotting (or culling) these cards. Once you are familiar with them, work on the cards in-between.

Try to think like this - 2 is easy as it's just one click from vertical, as is the Queen, just on the other side. Six and eight are just once click off either side of 45 degrees and so on and so forth. Shuffle the deck and then go through quickly glancing at a card, saying the value then turning it over to see. Do this slowly at first and then pick up speed until you are barely glancing at the card at all.

# SUIT INDICATOR

EASIER TO READ BRAND NEW UPGRADE!



Clubs



Spades



Hearts



Diamonds

## FULL MARKED DECKS

A new feature in the Shiner & Glimmer Decks is the suit indicator. The deck still uses the 13 repeating back principle from the first and VR2 deck to allow you to read the card value. We have added a suit 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, in key locations, easy for you to spot and goes by completely unnoticed by your spectators.

Use the screws in each of the four outer corners of the card, or even within the main cog itself, they are all configured the same to give you maximum chance of spotting what suit the card is at the smallest of glances.



**MECHANIC INDUSTRIES™**  
FIXING GAMES SINCE 2012



As well as enjoying the flip-book animation, we hope that this PDF has given you all the information you need to use the Shiner & Glimmer Decks as a marked deck in your magic performances. After a little bit of practise and getting used to the underlying system, it does become a very easy to use marked deck, giving you a massive head start over your spectators. These decks are 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 bad occurrences that arise from misuse of this deck.

Please visit the Workshop at [www.mechanicindustries.com](http://www.mechanicindustries.com) for video tutorials for these decks and other great Mechanic Industries products.

*Workshop*  
FINE TUNE YOUR MAGIC

**WWW.MECHANICINDUSTRIES.COM**

© 2017 Mechanic Industries Ltd.