

Color Spot Monte by Murphys Magic

The magician tells a story about getting hustled with three playing cards:

One of the cards has a blue dot and the other two cards both have a red dot.

The game? Keep track of the blue card. Guess right, you win! Guess wrong, you lose. Simple, right?

But each time he's sure about where the blue dot is-he's wrong.

Top card? **Wrong!**

Bottom card? Still **Wrong!**

Center card? Once more, **Wrong!**

He accuses the hustler of hiding the blue card. **Wrong Again!**

Desperate his losses piling up, he takes one last bet. The hustler flips two cards: one red, one blue, and asks the magician to guess the third card's color.

Red, right? **Wrong!**

Then it **MUST** be blue? **Wrong!**

The third card is revealed-and no one sees what is coming!

This version can be told using any story and adapted to any major currency around the world.

- Only three cards used!
- Easy to learn & perform!
- All major currency cards included!
- Inspectable!
- Instant reset!
- Online instructions!