

# The Careless Liar

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## Introduction and Effect:

This effect was created to get rid of the fact that spectators had to be consistent when answering questions in an anagram. With this, the spectator can lie as much or as little as they like, whenever they want, with no restrictions. All that you need to know is the total amount of times they lied at the very end. When finished, you are able to reveal the exact places they lied, and what their thought of image was!

Although the dream is to be able to do this with no papers for the performer to reference, that is not the case yet. This is best suited over the phone, where the performer can use printed pages with the necessary information to speed along unhindered. The papers make the effect as easy as following a map though!

## Mental Preparation:

Before you begin, you need to know how to convert the responses into numbers. Since you will always ask at least 5 questions, I have used the idea from Alex Elmsley's Octo-Pencil to convert the numbers easily into a unique 2 digit number. The first two responses will indicate the tens digit which will range from 0-3, and the last three responses will indicate the ones digit, which will range from 0-7. We will use binary notation to do this, where Yes responses will always be considered to be a 1, and No responses will always be a 0. The possibilities are listed below:

Example: They reply to the five questions as:

00=0  
01=1  
10=2  
11=3

YES-YES-NO-NO-YES.

So the numbers you code down are:

000=0  
001=1  
010=2  
011=3  
100=4  
101=5  
110=6  
111=7

1-1-0-0-1.

You split this up into two digits, followed by three digits.  
11 and 001.

Look to the left. 11 = 3. 001 = 1.

So now you go forward with the two digit number 31.

(example. 22=10010 35=11101 6=00110)

## Physical Preparation:

You are going to need to have some papers in front of you to help you out. The performer will need Attached Document (A.D.) #1, #2, and #3 to easily go along and perform the effect without

memorizing anything. These documents can be found following the written instructions. The spectator on the other hand does not need anything, except their fingers to count on. The spectator should not know that you have the papers in front of you though to strengthen the effect. Since this is an over-the-phone effect now, I suggest having all of the papers laid out in front of you, just so it will be very fast in moving along.

### The Works:

Explain that you have been learning how to detect lies from the tone of voice from anyone, and would like to demonstrate with the spectator. Ask the spectator to think of one of the four following objects: a 25 cent coin (or any coin for that matter), a large oak tree, an African elephant, or an antique chair, making sure they never tell you what they are thinking of. Once they have decided, explain that you will have them answer some Yes and No questions about their chosen object, but they can choose to lie on any questions they want. They can lie 0-5 times and in any order they like. The spectator also does not tell you which questions they lie on, as that will be your job. All they have to do is keep track of and tell the performer how many times they lied throughout the questioning. Once they understand, you can begin.

### A.D.#1:

You yourself will need to use A.D.#1 first. Since the effect requires a minimum of 5 questions, asking the first 5 questions on this page is the first thing to do. Ask the spectator questions 1 through 5 of the document, and record the results on the first 5 lines under the questions (converting Yes' to 1, and No's to 0). Once you have the 5 responses recorded, go ahead and convert the responses to a 2 digit number as explained in the "Mental Preparation" section.

Once you have figured out your secret number, you will have to see if it is one of the "Special Case" numbers. These special numbers (12 to be exact) are listed at the bottom of this document. If the number you have just calculated is NOT one of the 12 listed at the bottom, then you can go to A.D.#2 . If the two digit number is listed on the bottom, then you will need to go to A.D.#3

### A.D.#2:

Once you have made it this far with no special number, you now ask the spectator how many times they have lied throughout your questioning. Once they tell you, you then use this lie count along with the calculated number to figure out the object! Under each name are the possible lie counts and their associated numbers listed are to the right. When they tell you their lie count number, look across this lie count number for each object until you find the calculated number in the same horizontal line. Wherever this match occurs, it will occur under the object the spectator has in mind! You can then use this information of knowing what they chose, to reveal where they lied in their responses (see below for a super easy method to do so).

### A.D.#3:

So the number happened to be one of the 12 listed eh... no problem, just a few more questions to go! On A.D.#1, you probably noticed that the 12 listed numbers were placed in 2 groups, Top Left or Bottom Left. Looking at A.D.#3, find your calculated number in the specified brackets in the top left or bottom left sections. This will be the correct starting position. You then ask question #6 from A.D.#1

(Can you find one made of wood?) and their response guides you to the next question or statement (making sure you don't forget to record this response on A.D. #1).

If their answer guides you to the upper or lower right, then you ask question #7, as well as the total times they lied throughout your questioning. **Using the last response only** and how many times they lied, combine them together and find the correct match listed. Look to the right of the match to find out who they are thinking of! You can then proceed with the lie reveal below. (Example. you had a Special Case number of 15 (Top Left), so you asked if it was made of Wood. They said Yes, which guided you to the Top Right and then you asked if their object stands on legs. They said No, and asking them how many times they lied, they said 4 times. You find N4 on the top right, and it looking to the right, tells you they thought of the Coin!)

If question #6 guides you to the middle, then it is a fact that they have lied 3 times! Get them to +1 to their lie count if they chose the Oak Tree, +2 if they chose the African Elephant, +3 if they chose the Antique Chair, and add nothing if they chose the Coin. Ask them to now reveal their total lie count, and whatever their total is, reveals exactly what they thought of!


Easy Lie Location:

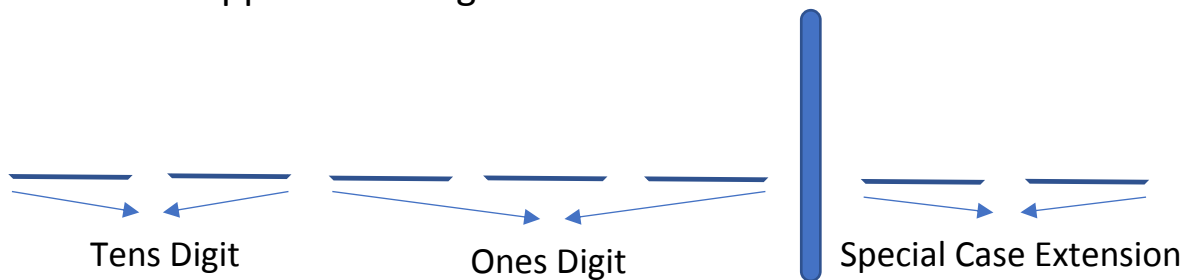
If you look back at A.D.#1 under the 7 empty lines where you did your recording, you would see some 1's and 0's in a table. This table is included so you can instantly know exactly which questions they lied on. By now knowing the correct object, you find the sequence of binary beside the chosen object, and compare it with the answers they gave you above, one by one. If they match, then they told the truth on that question. If they are different, then that is where they lied.

A.D. #1

Questions:

1. Is it very difficult to pick up?
2. Is this a man made object?
3. Does it have a trunk?
4. Does it have a head and tail?
5. Is this object living?

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6. Is it typically made of wood?
  7. Is it supported on legs?



Coin	0	1	0	1	0	0	0
Tree	1	0	1	0	1	1	0
Elephant	1	0	1	1	1	0	1
Chair	0	1	0	0	0	1	1

Special Case Numbers:

[01,04,15,20,31,34] = Top Left Start on A.D. #3

[03,06,17,22,33,36] = Bottom Left Start on A.D. #3

A.D. #2

25 Cent Coin club					
No Lies	12				
One Lie	02	10	13	16	32
Two Lies	00	11	14	30	
Three Lies	07	23	26	37	
Four Lies	05	21	24	27	35
Five Lies	25				

Large Oak Tree diamond					
No Lies	25				
One Lie	05	21	24	27	35
Two Lies	07	23	26	37	
Three Lies	00	11	14	30	
Four Lies	02	10	13	16	32
Five Lies	12				

African Elephant spade					
No Lies	27				
One Lie	07	23	25	26	37
Two Lies	05	21	24	35	
Three Lies	02	13	16	32	
Four Lies	00	11	12	14	30
Five Lies	10				

Antique Wooden Chair heart					
No Lies	10				
One Lie	00	11	12	14	30
Two Lies	02	13	16	32	
Three Lies	05	21	24	35	
Four Lies	07	23	25	26	37
Five Lies	27				

A.D. #3

