- Have a die rolled and set on a traced square on a piece of paper
- Look at 3 sides and add them up; remember if odd or even (parity)
- Spectator gives twelve ¼-turns, then can choose whether or not to give a 13th turn
- Magician then looks at die and can tell whether the 13th turn was made
- Secret: The parity changes with every ¼-turn; if the parity is different at the end, then an odd number of turns was made. The use of 12 and 13 is arbitrary.

(Trick also appears as “Mental Die” in Fulves’ Self-Working Table Magic, 1981)
- Spectator thinks of a number on a die
- Spectator places a die on the table in any orientation such that they can see three of the sides
- Performer asks if spectator can see the number they are thinking of; spectator decides silently
- If yes, the die is rotated ¼ turn clockwise on the table; if no, the die is rotated ¼ flip forward and to the right
- This is repeated 3 times, then a hat or covering is placed over the die.
- Performer asks the spectator if they ever said “no” then makes a secret adjustment under the hat
- Spectator is asked their number; hat is removed; chosen number is on top
- Secret: If the spectator answered “yes” all 3 times, and never said “no,” then the chosen number is on top. Reach under the hat and pretend to make an adjustment but make no adjustment.
- If they ever said no, the chosen number is on the face away and to the left of the spectator; make a ¼ turn to put it on top.

- Have two dice rolled and stacked
- Spectator add number on top and numbers on touching faces
- Then take the top die, roll again, add top number to total
- Then turn both dice over, add bottom numbers to total
- Always comes out 21 as you are just adding top and bottom of 3 dice in a unique sequence
- To change it up, have spectator add a digit of your choice to the sequence; just change your prediction.

- Extension of “The Thirteenth Turn” trick with one die described above
- Have three traced squares and have three dice rolled then placed on squares
- Performer remembers parity of each die (e.g., odd-odd-even)
- Spectator mentally assigns each die an identity (Thurston, Blackstone, or Houdini)
- Spectator gives ¼-turn to each die for each letter of the assigned name while magician looks away
- When complete, magician identifies the Houdini die
- Can be used with any 3 words
  - 2 with even number of letters and one odd; you can identify die assigned to the odd word
  - 2 with an odd number of letters and one even; you identify die assigned to the even word

BONUS with Five Dice: “Petals Around the Rose,” puzzle/game, origin unknown

- Announce the rules:
  - The name of the game is Petals Around the Rose, and that name is significant.
  - They can also be told that every answer is zero or an even number.
  - No analyzing out loud; you can be told the answer for each roll, but keep your hypotheses to yourself.
- Roll the 5 dice, announce the answer each time.
- Details and online simulator: http://www.borrett.id.au/computing/petals-j.htm
- See also: German version Eislöcher, Eisbären und Fische (ice holes, polar bears, and fish) http://bit.ly/eisbaren (page is in German)