The magician asks a volunteer to shuffle and cut a deck of cards, and then distribute some of the cards into piles that seem to leave a random number of cards in each pile. Then, based on the number of cards in the pile and the values of certain cards, the magician locates a card in the remainder of the deck and predicts its value. Turning the card over verifies the prediction. The trick, based on basic algebra plus a bit of deception, has some similarities to “Luck on the Web” by Colm Mulcahy, as well as a trick published in a UMAP module by Peter Lindstrom. But this trick is particularly dramatic in its effect and has not been previously published. (Received August 30, 2014)