

Performance Script

(The performer holds the wallet containing the chips, addressing the spectator directly.)

"Let me tell you about Joseph Pascoe. An Old West con man—but the good kind. The kind who only ever took from those who deserved it. His most famous play? A guessing game, with a red and blue chip, just like these."

(Show the red and blue chips clearly, then return them to the wallet.)

"The story goes he was in Deadwood, 1887, sitting across from Malachi Dunn—a loan shark who'd squeezed the life out of half the town. Pascoe challenged him: 'Five rounds. I pull a chip from my wallet, you guess the colour before I show it. Best of five wins. If you win, I'll leave empty-handed. If I win, you forgive that poor rancher's debt you've been choking.'"

(Pause, smile.)

"Now, before they played, Pascoe scribbled something on a note and slid it onto the table. A prediction. But not just of who would win—the exact way it would play out. Want to play the part of Dunn tonight?"

(Wait for agreement.)

"Great. Same rules. I'll pull one chip at a time—you call the colour before I show it. Ready? First round: red or blue?"

(Let the spectator choose. Remove the chip and show it.)

"Alright... noted. Round two—what's your call?"

(Proceed through all five rounds, keeping score openly. Ensure the spectator wins the first two rounds, then deliberately ensure they lose the next three.)

"Well, look at that... just like history. Two to you, three to me. But here's the thing—Pascoe knew that would happen."

(Pull out the pre-written prediction note and slide it across to the spectator.)

"This is exactly what he wrote that night, before a single chip was drawn..."

(Let them read:)

"You'll start strong, but I'll take the last three. That's the only part that matters.— J.P."