

Undo Stacks, Simon Aronson

Setups

Prior Commitment, p. 3

| | | |
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| <p>S-Up</p> | <p>Undo</p> | <p>C: 52 + 1 + 1 L: 18 A: 10 H: 43 B: 29</p> |
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1441, p. 10

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|-------------|--------------------|---|
| <p>S-Up</p> | <p>Undo</p> | <p>C: 50 + 1 + 1 L: 14 A: 10 H: 41 B: 25 F-Up: 3x3+1 4x3+2</p> |
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3918, p. 10

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| <p>S-Up</p> | <p>Undo</p> | <p>C: 48 + 2 + 2 L: 18 A: 11 H: 39 B: 31</p> |
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Queenspell, p. 12

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| <p>S-Up</p> | <p>Undo</p> | <p>C: 50 + 1 + 1 L: 18 A: 17 H: 34 B: 36</p> |
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Queenspell, p. 16

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| <p>S-Up</p> | <p>Undo</p> | <p>C: 50 + 1 + 1 L: 15 A: 23 H: 28 B: 39</p> |
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Random Tandem, p. 31

| | | |
|-------------|--------------------|--|
| <p>S-Up</p> | <p>Undo</p> | <p>C: 50 + 1 + 1 L: 14 A: 14 H: 37 B: 29 Fup: 5x3+2 5x3+2</p> |
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Setups, cont.

Blackjack, p. 80

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| <p>S-Up</p> | <p>Undo</p> | <p>C: 50 + 1 + 1 L: 21 A: 9 H: 42 B: 31</p> |
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Instant Indicators

Twice as Hard, 46

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| <p>S-Up</p> | <p>Undo</p> | <p>C: 52 + 0 + 0 L: L A: 52-H H: H B: A+L</p> |
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Divide and Conquer, p. 20

| | | |
|-------------|--------------------|---|
| <p>S-Up</p> | <p>Undo</p> | <p>C: 50 + 1 + 1 L: 24 A: 11 H: 40 B: 36</p> |
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Euph-oracle Alternate Take, p. 28

| | | |
|-------------|--------------------|---|
| <p>S-Up</p> | <p>Undo</p> | <p>C: 50 + 1 + 1 L: 16 A: 16 H: 35 B: 33 F-Up: 4x4 5x3+1 4x4 5x3+1</p> |
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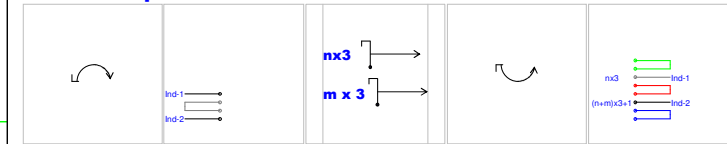
Control, p. 81 (using Out-Faro)

| | | |
|-------------|--------------------|---|
| <p>S-Up</p> | <p>Undo</p> | <p>C: 52 + 0 + 0 L: 18 A: 17 H: 35 B: 35 F-Up: 5x3+2 5x3+2</p> |
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Generic

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| <p>Undo</p> <p>C: C + C1 + C2 L: L A= C-H+C1 H: H B= A+L+C1+C2</p> |
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Generic S-Up Procedure



Undo Stacks, Simon Aronson – Reverse Mode

Setup

Prior Commitment, p. 3

| | | | | | |
|-------------|--|--|--|--|--|
| <p>S-Up</p> | <p>Undo Reverse</p> <p>C: 52 + 1 + 1 L: 18 A: 26 H: 43 B: 37</p> | | | | |
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1441, p. 10

| | | | | | |
|-------------|--|--|--|--|--|
| <p>S-Up</p> | <p>Undo Reverse</p> <p>C: 50 + 1 + 1 L: 14 A: 28 H: 41 B: 39</p> | | | | |
|-------------|--|--|--|--|--|

3918, p. 10

| | | | | | |
|--|--|--|--|--|--|
| | <p>Undo Reverse</p> <p>C: 48 + 2 + 2 L: 18 A: 23 H: 39 B: 35</p> | | | | |
|--|--|--|--|--|--|

Queenspell, p. 12

| | | | | | |
|--|--|--|--|--|--|
| | <p>Undo Reverse</p> <p>C: 50 + 1 + 1 L: 18 A: 17 H: 34 B: 35</p> | | | | |
|--|--|--|--|--|--|

Queenspell, p. 16

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|--|--|--|--|--|--|
| | <p>Undo Reverse</p> <p>C: 50 + 1 + 1 L: 15 A: 14 H: 28 B: 38</p> | | | | |
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Random Tandem, p. 31

| | | | | | |
|--|--|--|--|--|--|
| | <p>Undo Reverse</p> <p>C: 50 + 1 + 1 L: 14 A: 24 H: 37 B: 39</p> | | | | |
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Setup

Blackjack, p. 80

| | | | | | |
|--|--|--|--|--|--|
| | <p>Undo Reverse</p> <p>C: 50 + 1 + 1 L: 21 A: 22 H: 42 B: 32</p> | | | | |
|--|--|--|--|--|--|

Instant Indicators

Twice as Hard, 46

| | | | | |
|---|--|--|--|--|
| <p>Undo</p> <p>C: 52 + 0 + 0 L: L A: H-L H: H B: 53-L</p> | | | | |
|---|--|--|--|--|

Divide and Conquer, p. 20

| | | | | |
|--|--|--|--|--|
| <p>Undo Reverse</p> <p>C: 50 + 1 + 1 L: 24 A: 17 H: 40 B: 29</p> | | | | |
|--|--|--|--|--|

Euph-oracle Alternate Take, p. 28

| | | | | |
|--|--|--|--|--|
| <p>Undo Reverse</p> <p>C: 50 + 1 + 1 L: 16 A: 20 H: 35 B: 37</p> | | | | |
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Control, p. 81

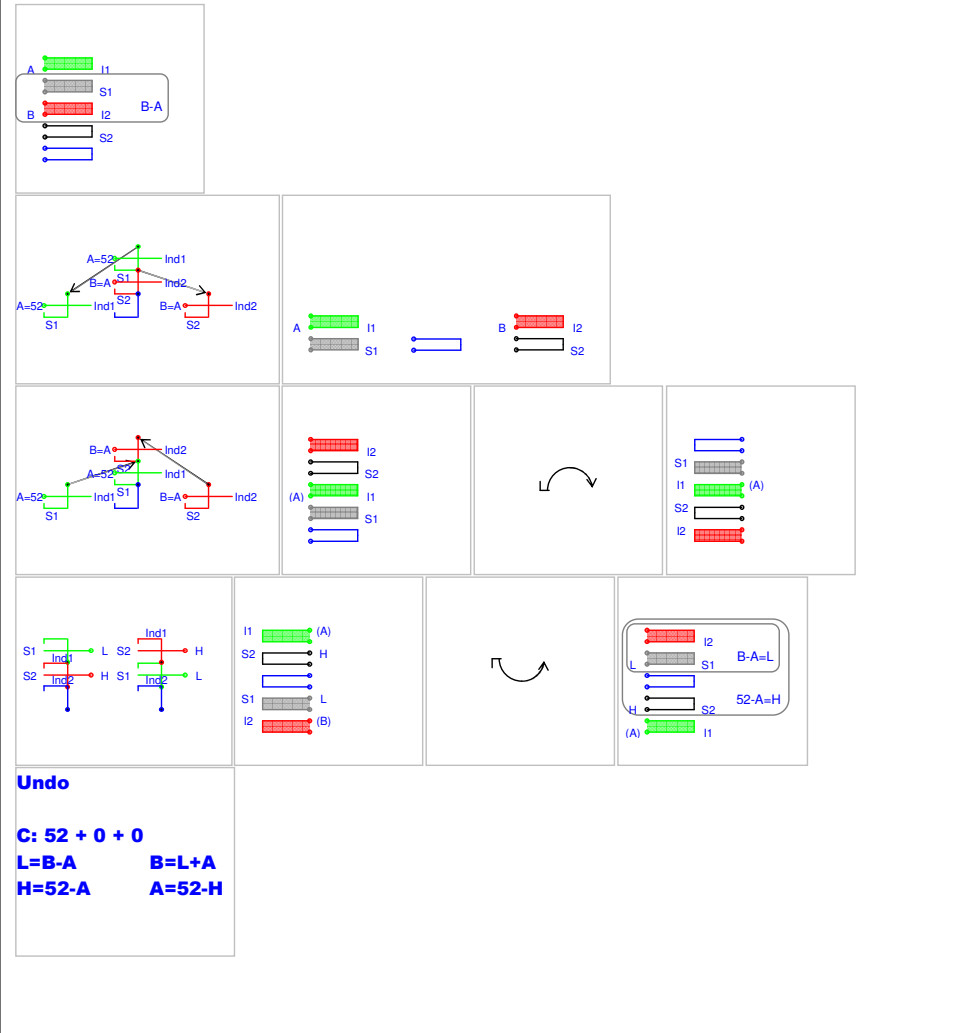
| | | | | |
|--|--|--|--|--|
| <p>Undo Reverse</p> <p>C: 52 + 0 + 0 L: 18 A: 17 H: 35 B: 35</p> | | | | |
|--|--|--|--|--|

Generic

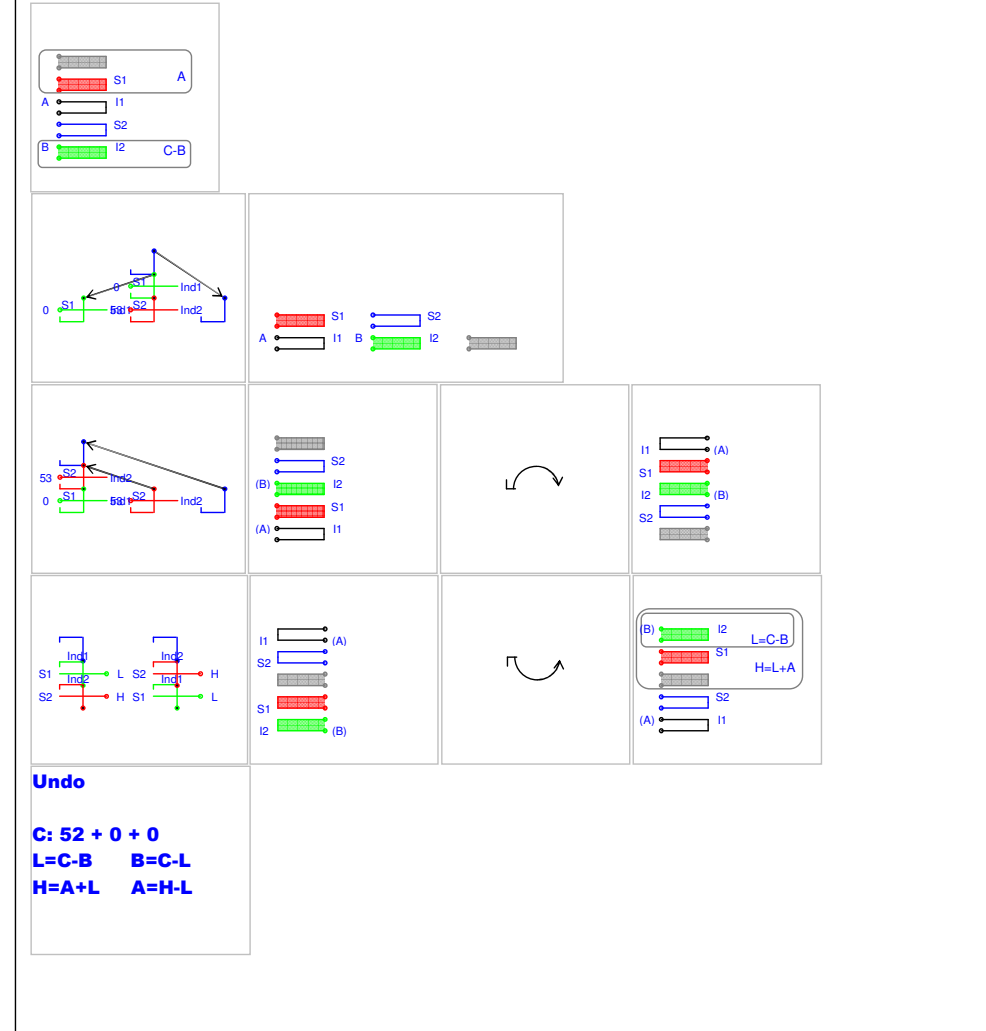
| |
|---|
| <p>Undo</p> <p>C: C + C1 + C2 L: L A= H-L+C1 H=A+L-C1 H: H B= C+1-L+C1+C2 L=C+1+C1+C2-B</p> |
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The Inner Mechanics of the Undo Mechanism

Forward Mode



Reverse Mode



Snapshots for the "Undo Influence"

Trick: 1441

The screenshots show a software interface with a table and several buttons. The table has columns for 'L' and 'R' and rows for 'L' and 'R'. The buttons are labeled 'L' and 'R'. The interface also includes a 'Undo' button and a 'Redo' button. The screenshots show a sequence of operations where the table is updated and the buttons are clicked.

Undo
C: 50 + 1 + 1
L: 14 A: 10
H: 41 B: 25

