

MAGIC MAGICIAN

MINDBLOWING MAGIC



SVENGALI
CARDS



SVENGALI CARDS

INSTRUCTION MANUAL

NOTICE:

**IN ORDER TO PERFORM WITH THE SVENGALI CARDS,
YOU MUST PREPARE THE DECK FIRST.
PLEASE REFER TO THE PREPARATION
ON PAGE 3-4 IN THIS SECTION!**

Enter the following web address into your web browser or scan the QR code with a QR code scanner on your smart device. Then enter the secret code below.



www.deyitoys.com/magicdeck
Then enter this code: **kcedcigam**

Have fun!

Adult assistance required.

** Some tools used in trick is not included in the product.*



PREPARATION

Introduction: The Svengali cards

Burling Hull, better known as "Volta the Great" or "The White Wizard," lived from 1889 to 1982. Not only was Hull a remarkable magician, illusionist, and mind reader, he also invented a large number of magic tricks. He published more than 50 books, covering many different topics in magic.

Hull invented Svengali cards in 1909.

Svengali cards can be dealt and shuffled in such a way that the audience believes they are a normal deck of cards. You can show a deck of cards that is composed of completely different cards, then select a card, and astonish everyone by suddenly revealing that all the cards have been transformed into the selected card. This deck of cards requires some practice, but requires no special expertise, and is well suited for beginners in magic!



Before performing any tricks in front of an audience, there are some fundamental hand movements to learn. Once you have mastered them, you can use them to create your own sequence of tricks and prepare a show.





How does the Svengali Deck work?

The workings of the deck are very simple. Because of the size of the force cards, they are easy to locate and thus perform amazing magic with. Before we begin, there are a couple of terms you need to be familiar with. The first term is "cutting" the cards. To cut a deck of cards is the action of separating the cards into two piles. When you cut the cards, place your fingers at the ends of the deck. Hold the deck in your left hand face down. You will now perform what is known as a "riffle". This is the second term you need to be familiar with. To "riffle" your thumb up the deck is to run your thumb from the bottom card up to the top card, flipping the cards one by one as you do. Riffle your right thumb up the back end of the cards, stopping about halfway. Cut the cards at this point and turn over the uppermost card on the left hand packet. It will be a "force card". Now riffle your thumb up the front end of the cards and the cards will appear to be different. Turn the cards face up in your left hand and riffle them the same way and the cards will appear to be the same. Why does this work? Well, the thumb only makes contact with the long or different cards, causing them to fall in pairs. While it may look like you are seeing all the cards, in reality the short cards fall with the long ones remaining hidden. If the deck is face up, the same thing happens, only you see the force cards instead of the different cards.



**"Riffing" the deck
"face down"**



**"Riffing" the deck
"face up"**

Handling the Svengali Deck

When handling the Svengali Deck, there are a few things you should know. First of all, when having a spectator select a card,



you need to "force" them to pick a "force card". This can be done one of two ways. You can hold the cards and riffle them face down, allowing the spectator to insert their finger into the deck as the cards fall. Separate the deck at this point and allow them to select the card that their finger is on top of. The second way is to hold the cards from the ends and dribble the cards onto the table, allowing the spectator to say stop. At this point the top card on the table should be a "force" card. When handling the cards, be sure to tap the deck on the table frequently to square the cards.

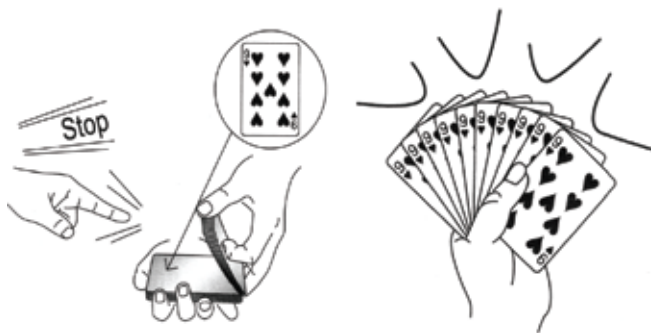
Shuffling and Mixing the Cards

The Svengali Deck may be shuffled without disturbing their order. To do this, you must be sure the cards fall in pairs as you riffle them to keep them in alternating order. The cards may be cut any number of times without disturbing the arrangement as well. If you make multiple cuts, be sure to riffle up the back of the deck so that you are breaking the deck above a force card.

THE SVENGALI DECK CLASSIC ROUTINE

Effect:

The magician shows an ordinary deck of cards. He then asks a spectator to choose a card and remember it. Return the card to the deck and shuffle it. The chosen card will rise to the top of the

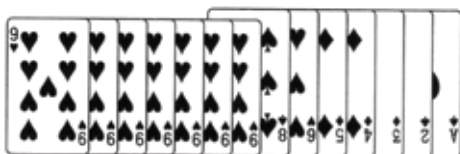




deck. Finally, all the cards become the same as the chosen card. However, with another riffling of the deck, all cards change to normal.

Props:

-- A Svengali Deck
(Nine of Hearts are slightly shorter than the others.)



Preparation:

Arrange the cards alternating one short & one long below as shown.

Rules to remember when presenting the Svengali Deck:

1. Always even up the cards by tapping the end of the deck on the table. Fig. 1
2. Never spread the cards in a fan when asking someone to choose a card. Fig. 2
3. Always place the selected card in the same place from which it's taken. Then the deck will always be in the correct order. Fig. 3
4. When cutting the deck · always cut from the ends. Fig. 4

Never fan(out)
the cards



Fig.1



Fig.2



Fig.3



Fig.4



Basic Technique:

Ask a spectator to choose a card by riffling with the thumb of the right hand on the upper end of the deck and the four fingers of the right hand at the lower end of the deck, bend the pack slightly and release the cards slowly, allowing them to fall into the left hand.



Fig.5

Fig. 5

(Note: This will force the spectator to choose the correct card.)

Presentation:

Pick a Card

1. Ask a spectator to say " Stop" in order to choose a card when you are riffling the deck. Fig. 6
2. Place the cards underneath those in your left hand. Fig. 7
3. Show the exposed card, now the top card, to the spectator and tell him to remember it. Fig. 8



Fig.6



Fig.7



Fig.8

Jumping Card:

4. Cut the deck a few times and divide it into 3 piles. Fig. 9
5. Ask the spectator to select a pile and take it in your left hand. Fig. 10
6. Tap the top card and turn it over to reveal the chosen card. Fig. 11
7. Place another pile on top of the cards in your left hand and snap your fingers. Say "Now your card is on top." Then show the top card again to the spectator.



Fig.9



Fig.10

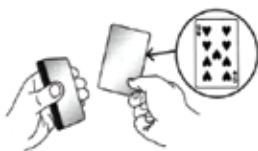


Fig.11

8. The spectator will be puzzled and you say "Let me do it slowly so you may see this time." Then place the remaining pile on top of the cards in your left hand and snap your fingers. Fig. 12

9. Ask the spectator if he can see the secret. Of course he can't see it. Then you reveal the top card again to show it is the chosen card then place it underneath the whole deck.

Fig. 13 & 14



Fig.12

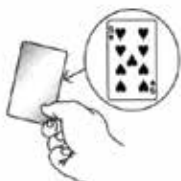


Fig.13



Fig.14

The Miracle Change:

10. Now ask the spectator if he would like to know the secret. Turn the deck over so it is face up and flip the cards and explain that all cards have changed to Nine of Hearts! Fig. 15 & 16

11. Casually cut the deck as you explain that everything is an illusion.

Fig. 17



Fig.15



Fig.16



Fig.17

The Restoration:

12. Hold the deck in your left hand with the front facing the spectator and riffle the cards to show they have all magically changed. Fig 18 & 19



Fig.18



Fig.19

Locating a Selected Card

Once you have forced a spectator to select a card, it is a simple matter to reveal their selection. The following are easy ways to reveal a selected card and require no special gimmicks or set-up.

1. The Spectator Cuts

Have the spectator cut the cards. Turn the top packet face up. If his card is on the bottom, reveal that he cut to his card. If it is not, have him turn over the top card of the bottom packet revealing the selection.

2. Face up Cut

Have a spectator cut the cards face up from the ends. If he does not cut to a force card the first time, give him another shot. He'll



surely get one the second time.

3. Card Pocketed

Have a card selected and returned to the deck. Cut or riffle shuffle the cards and place them in your pocket. Reach in and grab the top card and pull out their selection.

4. Cut Off

Have a card selected and replaced in the deck. Place a silk handkerchief over the deck and cut to the selected card through the silk.

5. Flipping Out

Have the spectator select a card and return it to the deck. Slide the top card over about an inch and drop the deck on the table from a height of about a foot. The air pressure will flip the card over onto the deck. His card apparently somersaulted to the top.

6. Blown Away

Have a card selected and replaced in the deck. Hold the deck by the sides up to your mouth. Blow on the deck and flip the force card off the top revealing the selected card. If done properly, it should look as if you blew the card out of the deck.

7. Static Cling

Have a card selected and returned to the deck. Place your forefinger on the end of the deck and move it up and down a few times. The last time extend your pinky against the top card and slide it up with your forefinger. The selected card will appear to cling to your finger!

8. Slapped

Have a card selected and returned to the deck. Cut the cards a few times. Secretly breathe some warm air on your palm to moisten it. Slap your hand down on the back of the deck allowing the



top force card to stick to your palm. Lift your hand to reveal the selected.

9. Go Fish

Have a card selected and returned to the deck. Hold the deck in your left hand with the bottom facing the audience. Pretend to remove a hair from your head and wrap it around the selected card. Pretend to tug at the card and with each tug raise the top card with your left thumb little by little. It will look as if you are pulling the card from the deck.

10. X-Ray Card

Tell the spectator you can read the backs of the cards. Have a card selected and look at its back for a moment, then have the card replaced. Cut the cards several times and spread them face down on the table. Study the cards and pick up a few looking at the backs. Finally, settle on a force card and remove it to show you have correctly identified the selected card.

11. Concentrate

Have a card selected and returned to the pack. Secretly breathe on the top of the deck and place the cards to your forehead. Concentrate on the cards for a moment and remove the deck from your forehead. The top force card will stick to your head.

12. Pick-A-Pile

Have a card selected and replaced in the deck. Cut the pack into three piles and have the spectator select a pile. Turn over the top card to reveal the selection.

13. Drawn

Tell the audience you can tell things about them by the way they draw. Have a card selected and returned to the deck. Give them a pen and paper and have them write random drawings and doodles on the paper. Study the drawings and pretend to make



out different clues about their card. Finally, reveal the card they selected.

14. Annoying Card

Have a card chosen and returned to the deck. As you perform, casually cut to the force card and show it. Tell the spectator not to forget his card. Repeat this a few times for a great running gag.

15. Simple Mindreading

Have a card selected by the spectator. Since you already know the selected card, it is a simple matter to concentrate and appear to read the spectator's mind.

16. Turned

Before performing have a force card reversed second from the bottom of the deck. Riffle the cards and have a card selected and returned to the pack. Cut the cards, then have the spectator squeeze the deck. Spread the cards out revealing their chosen card face up.

17. Missing

Tell the audience you can quickly glance at a deck and tell which card is missing. Have a spectator select a card and place it in his pocket. Run through the deck quickly studying the cards. Finally reveal the missing card.

18. One of Three

Have a card selected and returned to the deck. Cut the deck into ten piles making sure to riffle up the back so that the top card of every pile is a force card. Have the spectator choose a pile by placing a coin on top. Remove the remaining cards by stacking the piles on top of each other. Have the spectator turn over the top card under the coin to reveal his selected card.



19. Simple Location

Have a card selected and returned to the deck. Cut the cards a few times then riffle the cards allowing the spectator to stop the cards with his finger. Break the cards at this point and reveal the selected card.

20. Calling Card

Have a card selected and returned to the deck. Tell the audience that the deck will whisper the name of the chosen card into your ear. Hold the cards up to your ear and riffle them lightly to make some noise. Reveal the name of the selected card.

21. Stop me

Have a card selected and returned to the deck. Dribble the cards onto the table holding them by the ends so they fall in pairs. Have the spectator say "stop" at which point you show the top card of the stack to be the selected card.

22. Going Home

Remove the cards from the box, secretly leaving a force card behind. Have a card selected and returned to the deck. Riffle the cards to show the force card has vanished. Have the spectator look in the box - the card has traveled home!

23. Premonition

Write the force card down on a piece of paper as a "prediction" and fold it up. Force a card on the spectator. Have them open the paper to reveal your prediction.



24. Telepathy Card

Have a spectator select a card and replace it. Turn to another spectator and tell him you will send him an image of the selected card. Have him watch the cards and see if one stands out. Riffle the cards in front of him so that he only sees force cards. He will name the only card he sees - the selected card!

25. Named Card

Have a spectator select a card and return it to the deck. Tell them you can guess their card by their mere reaction to your words. Start to name random cards including the one they selected. Name a few more and reveal their selected card. Gaze into their eyes as you do this to create a dramatic presentation.

Impossible Card Locations

The following effects are card locations that are totally impossible. These require some set up beforehand or placement of a duplicate force card in some bizarre location. Save these for special occasions when you really need to knock their socks off. All of these effects make an assumption that you have forced a card on the spectator.

26. Forbidden Fruit

Take one of the force cards and roll it into a tube. Remove the stem from an apple and stick a pencil down the center to make a small cavity. Slide the card into the apple and glue the stem back in place. Have a card selected and replaced in the deck. Remove the apple from a bowl of fruit and give it to a spectator to cut open. He will find the selected card in the center of the fruit!

27. Pocket Surprise

Place a force card in your pocket and you are ready. Have a card selected and replaced in the deck. Riffle the cards to show the



selected card has vanished. Show your empty hand and reach in your pocket for the selected card.

28. Sit On It

If your chairs have seat cushions, secretly place a force card under the cushion. When ready to perform, have a spectator sit down on the seat with the hidden card. Allow them to select a card and return it to the deck. Riffle the cards to show their card has vanished. When they discover the card under their seat, they will be astonished.

29. Ice Cube Card

Fold up a force card and freeze it inside an ice cube. Have a card selected and offer your spectator a drink. When the ice cube melts, they will find their selected card!

30. Sandwiched

Put a force card between two pieces of bread and place it in a sandwich bag. Have a card selected and returned to the deck. Complain that you don't have the energy to find the card and need some fuel. Remove the "sandwich" and bite into the bread displaying the card between your lips.

31. Sealed MINDFREAK

Write the force card down on a piece of paper and seal it inside an envelope. Have a card selected and returned to the deck. Produce the envelope and allow the spectator to open it - revealing your prediction.



32. Revealed

Take a regular deck of cards and reverse the card that matches your force card so it is the only face up card in the middle of the deck. Have a card selected from your MINDFREAK Deck I and replaced. Hand the regular deck to a spectator and have them remove the pack and spread them across the table. The selected card will be revealed.

33. Card in Jelly

Place a force card into a bowl of Jelly before it has set. Fail to find the spectator's card and offer him a treat - his card with dessert!

34. Baked

Place a force card inside a roll of bread dough and bake it. Have a spectator select a card and replace it in the deck. Riffle the cards and show it has vanished. Cut open the roll to reveal the selected card.

35. Cupcake Card

Before a party, bake a force card into a cupcake. When icing the cupcake make a mark on it so you can identify it later. Offer to show the guest of honor a MINDFREAK. Fail to find the card and give him a cupcake. He will find his selection in the first bite.

36. Wrapped Surprise

Place a force card in a gift box and wrap it. Have the guest of honor select a card and return it to the deck. Offer him a gift. When he unwraps it he will find his selected card.

37. Gift Card

Seal a force card in an envelope and write on the outside, "Do not open until your birthday party." At the party, have the guest of honor select a card and replace it. When he opens his card he will be surprised to find - his birthday card!



38. Napkin Surprise

Have a force card loaded under the top napkin in a stack. Place the napkins out, keeping the force card hidden. After drinks are served, offer to show a MINDFREAK. Have a card selected and returned to the deck. Make the card vanish and appear under the spectator's glass and napkin.

39. Coat Pocket Card

Using a little misdirection it is not difficult to slide a force card into a spectator's coat pocket. Imagine the surprise when a force card is selected and appears in their own pocket!

40. Watch Card

Fold up a force card and place it under your watch. Have a card selected and returned to the deck. Tell the spectator to watch his card vanish. Riffle to show his card is gone. Remove your watch and allow the force card to drop out. Allow the spectator to unfold it and discover his selected card.

41. Behind You

Place a rolled piece of sticky tape on the back of the top force card of the deck. Invite a spectator to assist you and as they stand beside you, gently stick the card to his back. Have a card selected and returned to the deck: Riffle to show the card has vanished. Have the spectator help you locate the card in various places prompting him to turn and reveal the selected card stuck to his back.

42. Wallet Card

Have a force card loaded in your wallet. Have a card selected and returned to the deck. Riffle the cards and show your card has vanished. Remove your wallet from your pocket and open it to reveal the selected card.



43. Card in Envelope

Take a small coin envelope and place a force card inside. Cut the back off a second envelope and slide it in the first envelope concealing the card. Seal one flap over the other to create a gimmicked envelope with the force card concealed inside. Show the envelope empty, then lick it and seal it closed. Have a card selected and returned to the deck. Riffle the deck to show the card has vanished. Tear the top of the envelope off and dump out the selected card.

44. The Svengali Deck's Greatest Effect

Undoubtedly, the most popular effect with the Svengali Deck is changing all the cards to match the selected card. While an overview of this effect was given in the introduction we will expand on this here. Have a card selected and returned to the deck. Riffle the cards face down to show they are all different. Turn the cards face up and cut to a force card. Complete the cut and riffle the cards face up. They are now all the same. Turn the cards face down and cut them once, completing the cut. Snap your fingers and riffle the cards face down. They are all different again.

45. One for All

Have a spectator select the force card and replace it in the deck. Do the same thing with several other spectators making sure no one else sees the card. Have them name their card simultaneously on the count of three. They will feel silly when they all name the same card.



46. Phone it In

For this effect, you need to have an accomplice who knows the name of your force card. After a card has been selected and returned to the pack, call your accomplice on the phone. When he answers ask to speak to the wizard. This will cue him to the effect. Hand the phone to the spectator and tell him to ask the wizard the name of his card. Your friend will then reveal the selected card.

47. Not Again

Have the spectator select the force card and return it to the deck. Tell the spectator to choose a different card and force the selected card again. Continue this a few times for a great laugh.

48. Conned

Write the name of your force card on your business card. Have a spectator select a card and return it. Pretend you can't find his card then hand him your business card telling him to call you tomorrow and you will tell him the card he picked. When he looks at your card, he will find the selection.

49. Calling Card Surprise

Write the name of your force card on the back of your business card. Hand the business card to a spectator keeping the prediction face down. Have them select a card by riffling the cards and having them slide the business card into the deck. Have them look at the force card and replace it. When they turn over the business card, they will find their selection.



50. Bagged

Take a brown paper bag and tape a force card in the center of one side. Have a card selected and replaced in the deck. Drop the cards into the bag, fold the top down and shake them as if you are shuffling the cards. Take a long metal barbecue skewer and stab it into the side of the bag along with the secret force card. Rip the bag down and away from the skewer revealing the selected card stuck on it.

51. Bust a Cap

Take a force card and burn a hole in its center. Replace it in the deck. Have a force card selected and returned to the deck. Pull out a small cap gun and shoot the deck. Spread the cards to show a bullet hole in the spectator's card.

52. Holy Card

Punch three holes in a force card and return it to the deck. Have a card selected and replaced. Bring out a hole punch and make three punches in the air above the deck. Spread the cards face down and remove the card with the holes punched in it. Show the selected card.



53. Spot the Card

Place a fairly large ink spot on a force card and allow it to dry before replacing it in the deck. Have a card selected and replaced. Bring out a small bottle of disappearing ink (available from your favorite magic dealer) and squirt some in your hand. Rub the ink with your other hand until it vanishes. Spread the deck and show the ink has found your selected card.

54. Sticker Stickler

Take a small round removable sticker and write the name of the force card on it. Riffle the cards and have a spectator place the sticker on the back of a card. Cut the cards and spread them out. Have the spectator remove the card with the sticker. He will find the prediction matches the selected card perfectly.

55. Classified

Make up a fake newspaper headline that reads: The Card You Selected is the (name of force card). Have a card selected and fail to find it. Remark that you'll have to find a better job. Scan the newspaper as if looking through the classifieds then turn the paper to reveal the selection.



56. Classified Improved

A variation of the above effect would be to purchase an ad in a newspaper. Classifieds are fairly cheap and the effect would be a real stunner.

57. Svengali Deck Monte

For this effect you will need to divide your deck into three equal smaller decks. Show one packet to be all the same, show the other two packets to be different. Mix the packets as in the three card monte having the spectator keep track of the packet that is all the same. You can riffle each packet correspondingly to show him right or wrong.

Arriving at the Selection

The following effects are meant to arrive at the selected card by counting or spelling to the card. When dealing the cards onto the table one at a time, the force card will always be the odd numbered card. So if you have dealt down a set amount of cards and the last card dealt is the force card, turn it face up and show it. If the last card dealt is not a force card, deal it down and turn over the next card to arrive at your selection.



58. Countdown

Have a card selected and replaced in the deck. Have the spectator name his favorite number between 1 and 20. Deal the cards one at a time to the table, stopping on their selected number. Their card will be either that number or the one after it. Show the force card accordingly.

59. Name It

Have a card selected and replaced in the deck. Deal the cards one at a time to the table, one for each letter of their name. Their card will be either the last card or the one after it. Show the force card accordingly.

60. Dicey Card

Have a card selected and returned to the deck. Give the spectator a pair of dice to roll. Count down the number rolled to reveal the selected card.

61. Add-a-Date

Have a card selected and returned to the deck. Have the spectator remove a coin from his pocket and add up the digits forming the date. Count down to the spectator's selected card. If the number named is an odd number, the last card will be the selected card. If the number is even, count the last card down and turn over the next card.

62. Page Choice

Have a card selected and returned to the deck. Have the spectator open a book and look at the page number. If it is higher than 20, add the digits together. Count the number down to the spectator's selected card.



63. Birthday Card

Have a card selected and returned to the deck. Ask a spectator his date of birth and count one card for each letter of his birth month. The selected card will be either the last card dealt or the next one.

64. Through the Years

Have the spectator select a card and return it. Ask him his age and count one card for each year. Reveal the selected card accordingly.

65. Anniversary Card

Have a spectator select a card and replace it. Ask his wife how long they have been married. Count one card for each year and reveal the selection accordingly.

66. Time Will Tell

Have a card selected and replaced. Ask the spectator for the time and count down the cards for each digit of the current time. Show the selected card accordingly.

The Double Lift

The double lift is probably one of the most amazing moves you can use with your Svengali Deck. This move is easiest with the Svengali Deck. We will explain the workings, then applications for its use. Hold the deck face down in your left hand with the right thumb at the bottom edge of the card second from the top. Your right forefinger should be at the center of the top card and your second finger at the outer end of the top card. Lift off the top two cards together keeping them perfectly square. It should appear as one card with the force card hidden behind the indifferent card. Place the cards back on the deck. You have now shown the top card to be something other than what it really is. Or in this case, you have shown the top card not to be a force card.



67. Changeling

A simple effect is to perform the double lift, then slide the top card off and have the spectator blow on it. Turn it over and the card will appear to have changed.

68. Penetration Card

A card is selected and returned to the deck. Perform the double lift, showing the top card as a different card and place the cards back on the deck. Slide the force card off the deck and have the spectator place his hand on it. He will think it was the card you showed him. Cut the cards and show a force card about halfway down in the deck. Slide the force card forward so it sticks out the end of the deck halfway and replace the pack. Push the outjogged force card against the back of the spectator's hand pushing it into the deck. Have him turn over the card under his hand. The force card has appeared!

69. Transpo Card

Perform a double lift. Slide the force card off the top and have a spectator cover the card with his hand. Cut to a force card and show it. Replace the top half of the pack. Snap your fingers and have the spectator turn over his card. Turn over the top card of your deck. The cards have changed places!

70. Paperclipped

Perform a double lift removing the top two cards as one and show them to the spectator. Replace the cards and reach into your pocket for a paperclip. Slide the top card over and put a paperclip on it. The spectator will assume it is the one you showed him. Place this card and the next one on the table. Move the cards around as if trying to confuse the spectators and ask him to name the clipped card. He will name the wrong card. Turn both cards over to show you have switched them.

71. Push Button



Have a card selected and replaced. Cut the cards a few times and do a double lift to show the card is not on top. Have the spectator push on the top of the deck. Tell him it works like an elevator, turn over the top card and show the selection has arrived.

72. Push Button 2

After performing the above effect, explain it works every time. Cut the card to the middle, double lift, allow the spectator to push the "elevator" button again and show the selected card has risen to the top again.

73. Sideways Rise

After performing the above effect, explain it even works sideways. Cut the card to the middle, double lift and slide the force card down on the table. Allow the spectator to push the "elevator" button on the face down card. Turn the card over and show the selected card has arrived again.

74. Up and Away

Have a card selected and returned to the deck. Double lift to show the card not on top. Show the selected card is not on the bottom as well. Place a rubber band around the deck diagonally with the band crossing the face of the deck and stretching from corner to corner. Allow one corner of the top force card to slip out of the band. Place a ball of magician's wax on the center of the deck on top of the force card. Toss the deck up against the ceiling so that the force card hits flat and the deck will fall revealing the force card stuck to the ceiling.

75. Sticker Card

Perform the double lift to show the top card to be a different card. Place a small removable sticker on the back of the top force card. Have a force card selected and returned to the deck. Cut the cards a few times then spread the cards face down on the table. Turn over the card with the sticker - apparently it has changed to the



selected card.

77. Card through the Tablecloth

Before anyone is around, place a force card up underneath the tablecloth where you will later be dining. Have a card selected and replaced in the deck. Place the deck above the tablecloth where the selected card is hidden. Smack your hand down upon the deck. Allow a spectator to lift the tablecloth and find the selected card has penetrated.

76. Table Penetration

In this effect you will secretly stick a force card to the bottom of the table with some magician's wax or a piece of tape. Have a card selected and returned to the deck. Place the cards on the table. Smack your hand down on the back. Show your other hand empty and reach under the table removing the hidden force card. The card has apparently penetrated the table.

78. Boxed

Remove the cards from the box secretly leaving a force card behind. Have a card selected and returned to the deck. Place the deck on top of the box. Snap your fingers and pick up the deck. Riffle them to show the card is gone then open the box showing the selected card has penetrated the top.

79. Paned Card

Have a force card stuck on the outside of an inconspicuous window with some magician's wax. Have a card selected and returned to the deck. Throw or spring the cards at the window. The spectators will follow the cards as they shower from the window and see the selected card on the glass. Have someone remove the card and they will find it stuck not on the inside, but the outside! Keep everyone diverted from the window before the effect so that the card is not noticed.



80. Shoe Card

Place a force card in the bottom of your shoe and put it on. Have a card selected and returned to the deck. Set the deck on the floor and push your foot on top. Pick up the deck and riffle the cards to show the selected card has vanished. Remove your shoe and show the selected card has penetrated your shoe.

81. Sock It

Have a force card in your sock as well and offer to repeat the above effect. After removing the shoe they will find the selected card is not there. Then remove your sock saying, "I must have pushed too hard." Show the selected card in your sock.

82. Sacked

Have a force card stuck to the bottom of a paper lunch bag with some magician's wax. Have a card selected and returned to the deck. Place the deck into the paper bag. Shake the cards as if mixing them causing the card to free itself from the bottom of the sack. It will appear as if the card popped right through the bottom.

Narrowing Down the Force Cards

In the following effects, you will have a card selected and returned to the deck. The cards are then dealt into two piles. The cards should be dealt one at a time and alternately, so that you end up with one pile of force cards and the other pile of regular cards. Have a spectator select a pile. If they pick the pile of force cards, say, "We'll keep these." If they pick the pile of regular cards say, "We'll eliminate these." You are now left with a stack of force cards and may perform any of the following effects.



83. Scatter Force

Scatter the force cards on the table and allow the spectator to touch a card. Eliminate half the cards and allow the spectator to change their minds. Continue eliminating the cards allowing the spectator to switch anytime. When one card is left, reveal the selected card.

84. Possessed

This is a neat way to reveal a card at a seance or Halloween show. Rub some tacky finger adhesive on your fingertips and you are ready to perform. After narrowing down the force cards scatter them across the table. Pretend to fall in a trance and act as if you are possessed by an unseen force. Shake your hands wildly over the table before settling down on one of the force cards. Allow it to cling to the adhesive on your fingertips, then lift the card showing the prediction. If performed properly this can be very effective.

85. Bulls Eye

Place the force cards on a dart board and allow a spectator to throw a dart at the cards. Show the impaled card to be the selected card.

86. Tap It

Before performing this effect, place a small bit of magician's wax on the bottom of your shoe. Scatter the force cards on the floor. Tap your foot on the cards until one card sticks. Raise your foot and show the selected card.

87. Diced Force

Place the force cards in a row on the table. Have a spectator roll a pair of dice and add them together. Count to their number and reveal the selected card.



88. Landed

Spread the force cards across the table and have someone flip a coin. When it lands on a card, turn the card over to reveal the selection.

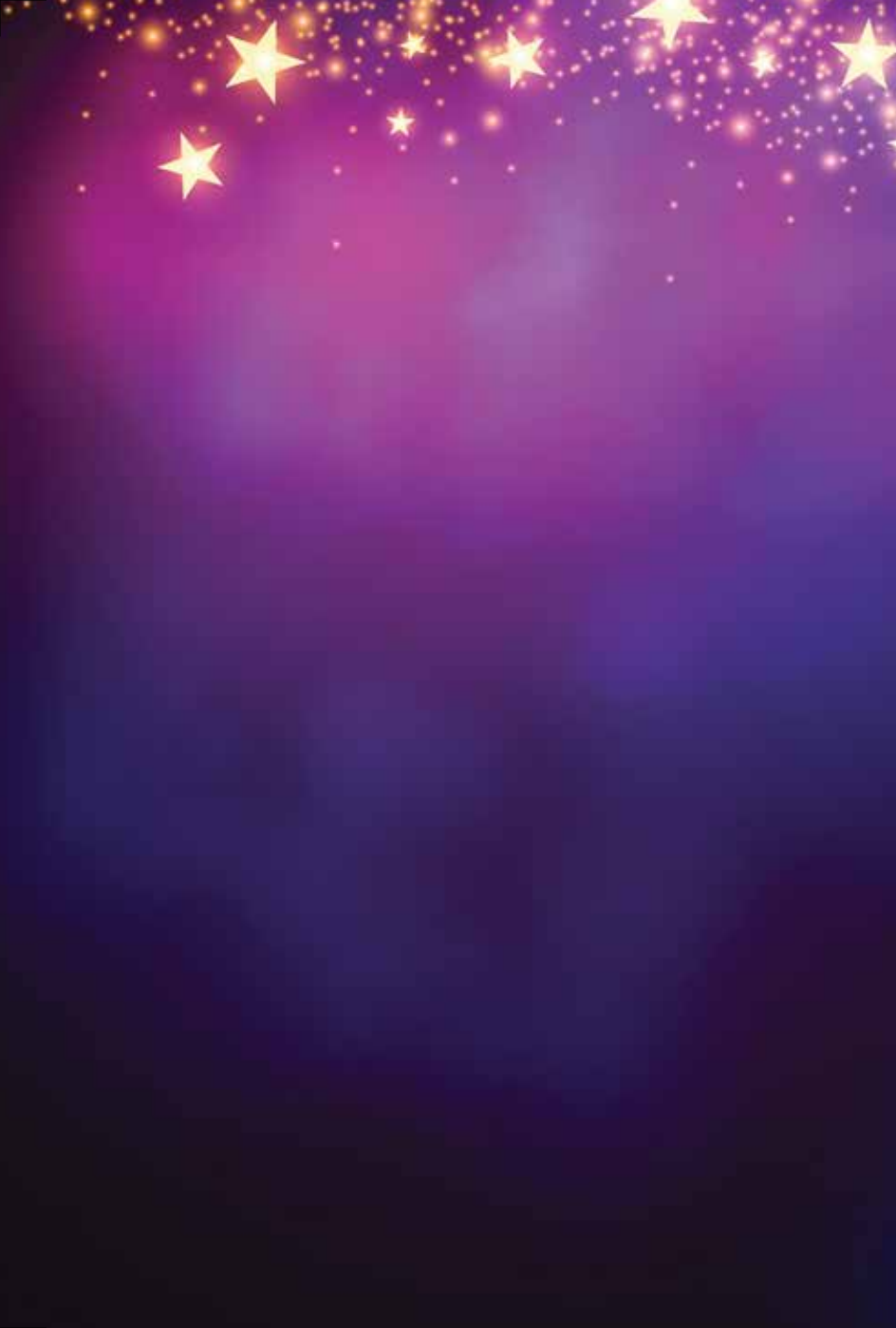
89. Your Cue

Place the force cards on a pool table and shoot the cue ball. Whichever card the ball stops on, turn it over to reveal the selected card.



NOTES

Lined area for writing notes, consisting of a thick blue horizontal line at the top, followed by a series of thin grey horizontal lines.



MAGIC MAGICIAN

MINDBLOWING MAGIC



MAGIC
140+ TRICKS



MAGIC 140+ TRICKS

INSTRUCTION MANUAL

Welcome to your new magic kit! This magic kit is an exciting collection of amazing magic that, with a little practice, will allow you to present a full magic show for your friends and family. Before we get started, remember Magic's three golden rules of being a great magician!

1. Practice your magic thoroughly before showing it to somebody else.
2. Never reveal the secret of your stunning magic or you will lose the mystery!
3. Always entertain your audience and have lots of fun yourself!

Many of the tricks in this manual have instructional videos available on our website. Enter the following web address into your web browser or scan the QR code with a QR code scanner on your smart device. Then enter the code below.



Go to the website:
www.deyitoys.com/2567

Then enter this code: 5134

We wish you and your child a fun and exciting time!

Adult assistance required.

** Some tools used in trick is not included in the product.*



YOUR MAGIC WAND

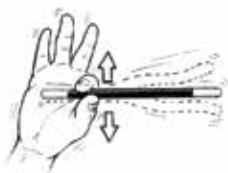
1. THE APPEARING WAND

A great start to your show is to magically produce your wand. To do this you need to get a small box (a case from a deck of cards is perfect) and cut a hole in the bottom of it. Now have the wand partially up your sleeve with the other end of it going through the hole into the box. Hold the box with your fingers at the front and your thumb behind with the back of your hand towards your audience. They will only see the box and not the wand. Say, "Do you know what I keep in my little box?" Whatever they say open the box and slowly pull out the impossibly long wand! Practice this illusion carefully in front of a mirror so that you can be sure that the wand does not show before being pulled from the box. Producing your wand this way sets the scene for the magic to follow!



2. THE WOBBLY WAND

If you hold the wand about a third of the way from one end very lightly between your finger and thumb and shake your hand with an up and down motion the wand will wiggle up and down. This wiggling will produce a very weird optical illusion that looks like the wand is made of rubber! Show this to your friends as you say, "This is my wobbly magic wand folks!" Then drop the wand to your table where it will land with a solid 'clonk' Finish by saying, "But I prefer a solid one!"



3. THE CLINGING WAND

Put the wand onto one of your palms and hold your wrist with the other hand. Make sure that the back of the hand holding the wand faces your audience. Now, secretly stretch out the first finger of



the hand holding your wrist, so that it can push against the wand, secretly holding it to the palm. The wand will appear to be sticking to your hand as if by magic!



4. THE PROFESSIONAL CLINGING WAND

Just in case any of your friends know the above stunt, you can really fool them by performing the trick in an even more baffling way! To do this trick you must set up a few things before your show. The first thing you will need to do is get a couple of rubber bands and place them slightly above your wrist. Then put a pencil or chopstick under the rubber bands, with the tip end facing your palm. The bands will hold the pencil or chopstick in place. Don't worry; these props will be hidden by your sleeve! During the presentation of the effect, secretly stick the middle of the wand underneath the tip of the pencil or chopstick, as you place it against your palm. Now, you can remove the hand holding your wrist, completely fooling anyone who thinks they know how the trick is done. After the effect, you can push the tip of the pencil or chopstick further up your sleeve to completely conceal it.



5. THE AMAZING ROLLING WAND

Put your wand onto a table and claim that you have amazing magnetic fingers. Point to your wand and it will "magically" roll away from you across the table! Of course you don't really have the power to do this (unless you are a real magician) so you have to help it a little bit. You do this by secretly blowing towards the wand as you point to it. Try blowing on the fingernail of the finger



pointing to the wand. The air will bounce off your fingernail and cause the wand to roll.

6. MIND LIFTER

To do this great effect you will need your wand, a bottle and some thin black thread or very fine fishing line. Before your show, attach the thread to one end of your wand and lie the other end to one of your shirt buttons. Make sure that the thread is long enough to allow you free movement (about three feet is enough). During your show, put the wand into the bottle with the end that has the thread attached to it going in first. Stand back from your table until you feel that the thread is tight. Now secretly pull on the thread by leaning back a little and the wand will rise from the bottle. By leaning forward, it will drop back into the bottle! Since the thread cannot be seen, it must be magic!



7. THE PSYCHIC RING

Using your thread set-up from the previous effect but with a shorter thread, you can make a borrowed ring do an amazing effect! Hold the wand with the end that the thread attached to it, upwards. Borrow a finger ring and drop it over the wand and thread. Now by tightening the thread (by moving the wand away from you a little) the ring can be made to rise up the wand in a very weird manner! By relaxing the tension on the thread, the ring will drop down again. A little practice time will help you judge the best length of thread to use.



8. NUMBERED WAND

You can use your magic wand to discover a number that has just been thought of by a helper. To do this you will need, along with



your wand, a clock or a watch. Ask your helper to think of any number from one to twelve and to remember it. Say, "I am now going to tap my wand against the numbers on the clock. As I do this, I want you to start with the number you are thinking of and add one to it each time I make a tap. Therefore, if you are thinking of nine you would silently count nine on my first lap and then ten, eleven, twelve and so on each time I make a tap. When you reach twenty call out stop!" Make your first seven taps on any numbers. On your eighth lap, you must tap your wand on twelve. Now continue lapping numbers in order backwards around the dial (eleven, ten, nine, eight and soon). When they call out stop, you both may be astonished to find that the wand is right on their number! For larger audiences you can use a picture of a clock face drawn on a large sheet of card or paper.

THE SECRET SLIDING TIP

You can use your magic wand to wave over props or to do a magical tap or two, making you look like a real pro. Plus, there's magic you can actually do with the wand itself! With the sliding tip magic wand you can perform some really cool tricks that you wouldn't be able to do with just an ordinary magic wand.

9. SHRINK IT DOWN TO SIZE

Because one end of this very special magic wand can slide up and down the wand, you can pretend to make the wand grow bigger or shrink in size, just by sliding the white end with your thumb and first finger, while hiding the end that the sliding tip is on behind your hand and arm.

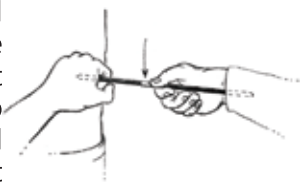
10. WAND THROUGH THE BODY

Let's do even more wand magic using the sneaky sliding tip! One of our favorite effects uses the sliding tip to make it appear as though you are pushing the wand into your body, or even a friend's! Start



by placing the ordinary end of the wand against a friend's body. Now, put one hand around the ordinary tip so that it can't be seen. Hold the sliding tip between your other hand's thumb and fingers. Push the tip down the wand, but

let the wand go up your sleeve. It will appear as if you are pushing the wand into your friend's body—an amazing illusion! Slide the tip back up the wand, and it will appear that you're pulling the wand out of your friend's body!



11.SLIDING PRODUCTION

The sneaky sliding tip trick will now allow you to produce your magic wand from a whole range of places! Before your show, put the sliding tip all the way down to the other end of the wand next to the ordinary white tip. Then slide the wand up your sleeve, keeping both tips hidden in your hand. When you are ready to perform, pick up and open a small container, like a playing card box. Secretly, put both tips of the wand into the box, and grip the ordinary white tip through the box, by squeezing slightly with your fingers and thumb, keeping the wand held inside. Then slowly slide back the trick tip as you allow the wand to come out of your sleeve. The end of the wand with the normal tip must remain in the box as you move up the sliding tip. It will appear as if you are pulling the wand out of the box in a totally magical way! Practice this in front of a mirror to get the angles just right before trying to fool your friends! Now you can use this technique to produce your wand from just about anywhere!

AMAZING CUPS & BALLS

The classic trick has been performed for over 2,000 years! The trick uses three cups and four pom-pom balls; but, the audience will only see three balls and they won't know there's a fourth ball. Before your show, put the cups on your table with each opening



facing upwards. Put one cup on your left, one cup in the middle and one cup on the right. Now, put the middle cup inside of the one on the left. Then put one of the pom-poms into the mouth of the cup. Next, put the cup on the right inside of the mouth of the top cup. Then put three pom-poms into the



mouth of that cup. When you are ready to perform the trick, hold the stack of cups in one hand, keeping all three cups together in the stack, and then tip the whole stack over (make sure the stack stays together) so that the three pom-poms fall out. Now, line up the pom-poms in a neat row on the table. Now hold the stack mouth-upwards in one hand, and with the other hand pull the bottom cup off of the stack. Make sure that you hold the mouth of the cup towards yourself as you remove it from the stack so as not to let the audience see inside of it and then turn the bottom cup over completely and place it mouth down onto the table directly behind the left pom-pom. You will now do the same move with the next cup on the bottom of the stack, but you have to be extra careful not to let an audience member see inside the cup or they will see the hidden pom-pom. Make sure you keep the mouth of this cup facing toward yourself as you quickly, in one smooth move, turn it over mouth down on the table and place it directly behind the middle pom-pom. You will have to practice this move to make it smooth so that the hidden pom-pom doesn't drop out where people can see it, but instead stays hidden inside of the cup as you put the cup mouth downwards on the table. NOTE: Remember, the audience is not supposed to know that there is a hidden pom-pom underneath the cup. Now turn the last cup over and place it mouth downwards onto the table directly behind the right pom-pom. It is important that you turn each cup over in the same manner, always making sure that the mouth of the cup being turned over is facing you and



not the audience.

12. CUPS AND BALLS #1

Pick up the pom-pom in the middle and put it on top of the middle cup. Now, put the cup on the left on top of the middle cup and pom-pom, and then put the cup on the right on top of that cup. Make a magical gesture or say a few magical words and then lift all three cups in a stack, holding the stack from the bottom cup. You will now see a pom-pom on the table. The audience will believe that you made the pom-pom pass through solid plastic!



13. CUPS AND BALLS #2

You are now going to do the same basic moves as you did before. First turn the entire stack over, mouth-upwards. Once again, pull the bottom cup off and place it mouth downwards on the table next to the single pom-pom that was just revealed. Then, take the next cup from the bottom, turn it over, and place it on top of the single pom-pom that was just revealed. This is the cup you want to be most careful with because it is in this cup that the extra pom-pom is concealed. Remember, the audience doesn't know about this pom-pom! Now, turn the last cup over and place it to the right of that cup. Now, take one of the two pom-poms left on the table and place it on top of the middle cup. Now, place the cup on the left on top of the middle cup and pom-pom and then place the cup on the right on top of the stack. Tell the audience that you are going to make the second pom-pom join the first. Say a few magical words and then lift the whole stack up from the bottom as you did before. You will now see two pom-poms!

14. CUPS AND BALLS #3

Now turn the entire stack over again, mouth upwards. Once again, take the bottom cup, turn it over and place it to the left of the two



pom-poms that were just revealed. Carefully remove the next bottom cup with its hidden pom-pom and turn it over and place it on top of the two pom-poms. There will now be three pom-poms underneath that cup but the audience will think there are only two. Finally, turn over the last cup and place it to the right of the middle cup. For this part of the trick, you will stack the cups a little differently than you did before. Tell your audience that you will make this third pom-pom pass through two cups instead of just one. Now place the cup on the left on top of the middle cup, place the last pom-pom on top of the stack, and place the third cup on top to complete the stack. Make a magic gesture and lift the whole stack up holding them from the bottom cup and you will see all three pom-poms!



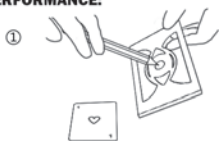
15. THE INVISI-BALL

You could end your routine with the last trick or you can add a grand finale. Do the trick exactly as you did the last one, but after showing three pom-poms under the cups turn the cups mouth upwards again. This time the bottom cup has the hidden pom-pom in it. Turn this cup over carefully and place it on top of the three pom-poms on the table. Turn over the bottom cup next, place it to the left of the cup with the pom-poms, and then place the next cup to the right of it. Now, tell your audience there is an invisible pom-pom in your pocket. Now, make believe you are taking a pom-pom out of your pocket and place this invisible pom-pom on top of the middle cup. Then, place the left cup on top of it and the right cup on top of it to complete the stack. Make a magic pass or say your favorite magical words and when the cups are lifted there are now four pom-poms under the cups and everything can be handed out for examination!

16. THE PENCIL TRICK



In addition to your picture frame, you'll need a small playing card that you are willing to have destroyed or a piece of very thin cardboard as well as a pencil or pen. Before your show, slide one end of the playing card under the left or right side of the raised section of plastic (it looks like an eye) in the middle of the frame. The card will go past the circle in the middle and come out of the other side of the raised plastic. Make sure you place your card on

**PERFORMANCE:**

① Pull out the drawer. It is a sliding drawer with a round opening.



② Put the coin into the opening.

the side of the frame with the wording on. On this side there is a locking mechanism, which is released when the playing card goes through. After placing the playing card into the correct side of the frame, put your first finger behind the frame and, using slight pressure, slide the clear window on the other side of the frame, allowing the hole to show through the center of the eye. To perform the effect, show the penetrating frame to be perfectly solid. You can even allow this amazing prop to be completely examined. When you place the playing card on the correct side of the frame and



③ Turn around the drawer.



④ Push the drawer back into the box.



secretly slide the plastic window on the other side, you will now be able to poke a pencil or a pen through the playing card and have it come out through the other side of the frame. After you show both sides of the frame with the pencil sticking through, you can remove the pencil and secretly slide the plastic window back into place. If you like, you can even place a playing card on both sides of the frame, but first make sure you place the first one on the side which releases the window, then move the plastic window to allow the hole to line up and then place the second card on the back side of the frame. Now you can push the pencil through two cards for an even more impressive effect!

THE BALL VASE

The ball vase is made up of four parts, the vase base, the lid, a plastic ball and a secret half-ball, which fits on the vase base.



17. THE PUZZLING BALL

Before your show, put the real ball onto the vase base, cover it with the half-ball, and then cover that with the lid. When you are ready to perform the trick, display the ball vase on your table and tell your audience that inside of this vase you have a ball. As you say this, take off the lid and the secret half ball too, holding them together as if they are one piece, as you point to the real ball sitting in the base. Take the ball out of the base, display it to the audience and then put it in your pocket. Next, put the lid with the secret half-ball concealed inside of it back on top of the base. Now make a magical gesture or say a few magic words as you remove the lid **ONLY!** Make sure you do not take the concealed half-ball with it as you lift off the lid. They will be stunned to see the ball back on the base! Remember, they do not know about the secret half-ball. They will think this is the same ball that you just put in your pocket! Then put the lid back on top,



which sets things up for the next trick.

18. IT LEAPS BACK

As a follow-up to the above trick you can make the ball disappear from the vase by once again by removing the lid along with the concealed half-ball, and holding them as one, just as you did before. It will now look like the ball has disappeared from the vase. Then simply take the ball out of your pocket and tell them the ball had jumped back into your pocket.

19. THE TRANSFORMING BALL

For this trick you will not need the real ball, so put it aside for the moment. Before your show, put a very small amount of water, just a drop or two into the vase base and then cover it with the half-ball and lid. When you are ready to perform, take the lid off ONLY! The audience will then see the half-ball, believing it to be the real ball. Now, put the lid back on and tell the audience that you will magically melt the ball away. As you say this, remove both the lid and the concealed halfball as one and pour the water into a glass. Please make sure that you have an adult's permission to do this trick and that you are careful not to spill water on anything.

20. A GHOSTLY MESSAGE

Before your show, write down on a piece of paper the words "I'm in the magician's pocket." Then crumple the paper into a ball and put it in the vase and cover it with the half ball and lid. Also before the show, put the real ball into your pocket. When you are ready to perform the trick, show the ball vase on your table and remove just the lid. The audience will see the half-ball, believing it to be the real ball. Tell them that a friendly ghost lives inside of the ball. Put the lid back on and say, "Mr. Ghost, please reveal yourself." Wait a moment and then say, "I don't know where he could be, let's look back in the vase." Now, take off the lid and the half-ball together, holding them as one. Show the audience that there is now a note



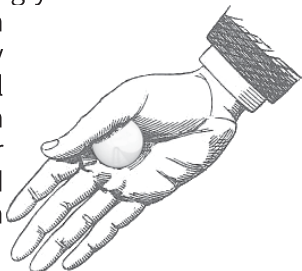
inside of the vase. Ask one of the audience members to read the message out loud, and then take the ball out of your pocket!

BALL TRICKS

For some of the tricks you will have to link the two half ball shells together, in order to create a perfect round ball!

21. HOLDING THE BALL

Before you can perform any ball tricks, you have to learn how to hold a ball in your hand without letting your audience see it. Place the ball in the middle of your palm and move your thumb and pinky slightly inwards. Applying this light pressure will allow you to keep the ball in your palm unnoticed (Images). The official term for this is "palming the ball." Your hand should look completely natural and relaxed from the front.



22. THE BASIC BALL TRICK

Show your audience your open, empty hands. Place the ball in your right hand. The move that follows should look like you are transferring the ball from your right hand to your left hand. Turn the palm of your right hand towards your left hand and simultaneously press the thumb and pinky of your right hand inward in order to secretly hold the ball. By applying pressure to your palm, the ball will remain fixed in place (see: Holding the Ball). In one fluid motion, close your left hand around the supposed location of the ball. Your right hand should remain relaxed and your gaze fixed on your left hand. Now slowly and theatrically open your left hand while simultaneously dropping the ball you've been holding into your right jacket pocket. The ball appears to have vanished into thin air!



Tip: For this trick it is very important that you always keep your eyes fixed on 'the place where the audience thinks the ball is. This will distract them from what you are actually doing!

23. ONE BALL BECOMES TWO



Take the half ball (shell) and place it over the whole ball of the same color. Place the ball in the half shell and hold it between the thumb and index finger of your right hand so that your audience only sees the side with the half shell. It will appear to be a completely normal ball. Use your other hand to reach behind the half shell and pull out the ball with a quick, fluid motion. It will appear to your audience as if you've made one ball turn into two with a twist of your hand!

24. CATCH THE BALL

For this trick you have to be able to perform the basic ball trick perfectly. Hold the ball in your left hand between your left thumb and your fingertips. Hold your hand out with your palm facing upwards. Now bring your hands together. Close the fingers on your right hand around the ball. Your audience will think that you are grabbing the ball with your right hand. In fact, let it slip into the palm of your left hand. Once your right hand is completely closed, move your hands slowly away from one another and point to your right hand with the index finger of your left hand. Now slowly and dramatically open your right hand, one finger at a time, and show your audience that the ball has disappeared.

25. BALL ON FIST



Start this trick by placing the ball on top of your left fist, now approach the ball with your right hand and pretend to grasp the ball, but actually let the ball drop secretly into your left hand. Move your right hand away from your left hand. Point with your left index finger towards your right hand and follow your right hand with your eyes, turn your (still closed) right hand and open it slowly finger by finger, where is the ball? You can conclude your act moving your left hand into your trouser pocket.

26. THE BEWITCHED BALL

For this trick you will need a plastic ring, a ball, a string, and a table with (ideally) a patterned tablecloth. Fasten the plastic ring to a string approximately 20 inches long. There should be a tablecloth on the table that is not too thick, and ideally with a patterned design. Hide the ring under the tablecloth. Leave one end of the string hanging over the edge of the table so that you can easily find it. If you can't see the ring from above, you'll have to remember where it is. Place the ball onto the tablecloth, inside the ring. Slowly pull the string. The ball will magically move along the table. Stop moving the ball and ring shortly before reaching the edge of the table. If you pull fast on the string quick enough, the ball will jump off the edge of the table. If you do that, however, you have to be careful that the ring doesn't slip over the edge of the table as well, because then the audience would see it.

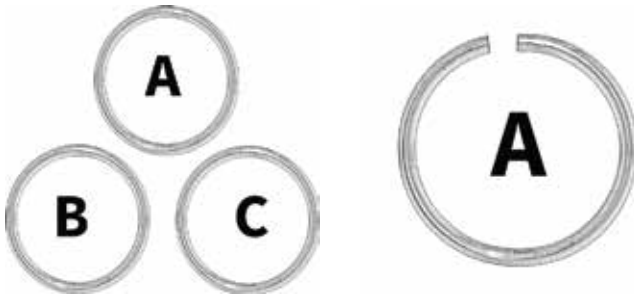
LINKING RINGS





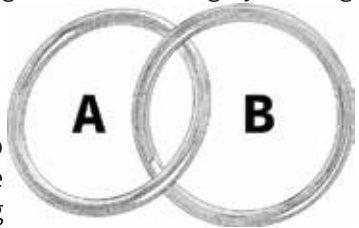
The Linking rings is considered to be a classic of illusion magic. In the traditional effect, solid rings appear to link and unlink, pass through each other, and form chains and other complex patterns and configurations.

27. LINKING RINGS · THE BASIC TRICKS



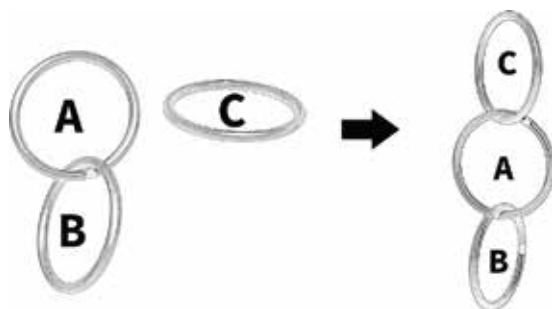
Show the audience the three solid rings one after the other. In this trick two of the rings will magically become linked together. However that is not all: slowly, one after another, all the rings become free ...

For this trick you need the three rings. One of these rings has a secret opening. (This ring is called the 'key' ring.) With this set of three rings you are ready for the performance. It will be necessary to practice this trick several times before you perform it. The best way is to practice in front of a mirror, so that you can see and control all the movements. Show the three rings in the following way: first one normal ring. Take this ring in your left hand between your thumb, forefinger, and middle finger. Show the ring by turning it using the thumb and forefinger of your right hand. Place the ring on the table and do the same with the other normal ring. Finally, take the key ring and cover the opening with the thumb and fingers of your left hand. Make the same movements, but without turning





the ring. Then take one of the normal rings in your right hand and pass it in front of the key ring in your left hand. Make some to-and-fro movements and push the ring through the opening. Your left hand must hide the movement. Let go of the ring and the spectators will suddenly see two rings, one hanging off the other. Take the other ring and repeat the movements, now you have made a chain of three rings! Take care to always cover the opening in the key ring. Now you are going to separate the two rings. Take one ring, turning it from below in an upwards direction. The ring is, then between the forefinger and the key ring and is easy to set free. You should execute all the movements without haste. Finally, you take the other ring in the same way away as the ring of the left hand. Show the three rings to the audience, but never give these rings to spectators, so that the trick never loses its effect!



28. LINKING TWO RINGS BY RUBBING

Hold the solid ring (B) with the fingers of your left hand and the KEY ring (A) with your right hand. Put both your middle finger and your thumb just below the opening and cover the opening with your index finger and the tip of your thumb. Show the rings separately to the audience then rub the rings up and down against each other, with the KEY ring in front. Do these movements a few times and then separate the rings. Rub the rings again but this time connect the solid ring and the KEY ring and keep on rubbing the rings.



Give the rings a blow and release B. Now the two rings are linked together.

29. LINKING TWO RINGS THROUGH HITTING

Hold ring A (the KEY ring) with both your index finger and your thumb just above the opening and then place your middle finger covering it in your left hand. Hold ring B (a normal ring) vertically in front of you with your right hand. Place ring B on top of ring A and hit it against the upper part of ring A three times. On the third time hit harder and move your fingers slightly apart. You will notice that ring B and ring A become connected. Move your middle finger back to cover the gap.

30. UNLINKING TWO RINGS

Hold the KEY ring with your left hand and rub the rings against each other. During this action unlink them and continue rubbing (the audience will think that the rings are still linked). Give the rings a blow and very slowly separate the rings.

31. BEFORE YOUR EYES

Tell the audience that sometimes people wonder if by looking very closely they can see how the trick is done. You are going to prove that they are wrong. Pick up the last ring with your left hand (you already have two linked rings on your right hand) and put your arms around the head of a spectator, so the rings are linked in front of his face. Now you have three rings that are linked together.

32. THE RING AND ROPE TRICK

Take the three large rings and pass the rope through the key ring that has the opening. Hold the rope by the two ends so that the key ring is left hanging and pass the other two rings over it. Make a quick movement with your hands so that the two rings become



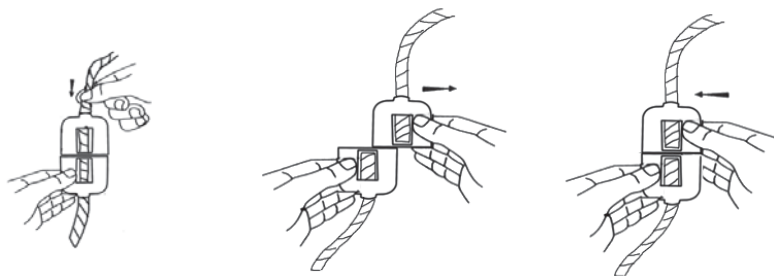
hooked on the key ring as it is let loose from the rope.

ROPE TRICKS



33. ZIG ZAG ROPE

A rope passes through a rope and is SEVERED. Pull the rope back out and it is magically RESTORED!



PERFORMANCE:

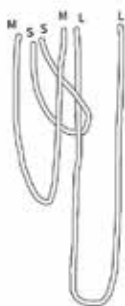
1. Insert the rope into the case.
2. Push case in zig-zag movement. Rope has been severed into 2 separate pieces.
3. Repeat the action, and show the rope is restored!

34. THREE AT ONE

For this trick you will need three pieces of rope of different lengths, ideally in the ratio 3:2:1. For example, one rope could measure 30



inches, the second 20, and the third 10. You can use the rope set in your magic set, or you can use any other rope. Hold the ropes by one end next to each other in your left hand between your palm and thumb, so that the upper ends of the ropes remain visible over the edge of your hand. The short rope should be on the left end, the long rope on the right. Now take the end of the short rope hanging below your hand, and place it in your palm between your thumb and index fingers, next the long rope. Do the same with the downward hanging ends of the middle and long ropes. You should now have six rope ends coming up over your left hand. In a fluid motion, take rope ends 3, 5 and 6 into your right hand. When doing so, the positions of rope ends 3 and 4 switch places. With this motion, it is important to pass rope end 3 over rope end 4. Thus the shortest rope forms a loop through which the longest rope is led. Now pull apart both hands.

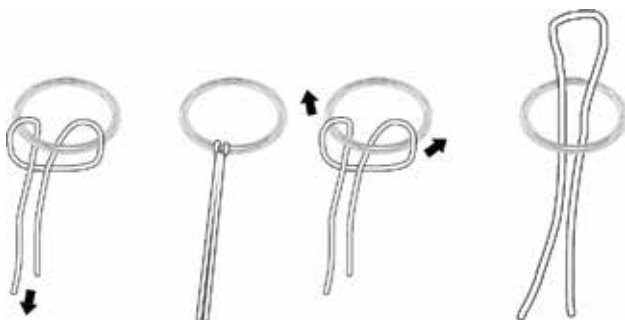




Suddenly, the ropes are the same length. The rope loop will remain hidden in your hand.

35.A RING ESCAPES

Show one of the rings from the magic box to the audience. Knot the ring on the rope, then knot the two ends of the rope. Now, the ring cannot escape. Ask an audience member to hold the knot. Then cover the ring so the audience can't see it. With your hands under the handkerchief loosen the knot by pushing the knot downwards over the ring. Now the ring is free and you can show it to the audience, with the rope which is still knotted.



36. THE RISING RING

You will need the magic wand, a ring, a shirt or jacket, and a black thread, three times as long as the wand for this trick. Remove the cap from one of the ends of the magic wand and fasten the string to the wand by tucking it inside and then replacing the cap. For this trick, it's best to wear clothing with dark colors or a patterned design so that the string doesn't stand out. Fasten the end of the string to a button of your jacket. Then, stick the magic wand into your inner jacket pocket. Take the magic wand out of your pocket and hold it so that the end with the string is pointing upwards. Then, lower the ring onto the magic wand and string. When you



move the magic wand forward, the tension of the string will cause the ring to move upwards. As soon as you loosen the string's tension, the ring will move back downwards. You can magically move the ring up and down the wand. To finish off the trick, give the string a quick tug so that the ring will fly off of the wand!

37. PULLING THE ROPE THROUGH THE WAND

Tie both ends of your rope together to make a loop. Now ask a member of your audience to hold the wand by both ends. Clip the knotted end of the rope with 3rd and 4th fingers of your left hand and with your right hand loop the opposite end of the rope under the wand and back up so it is next to your left hand. With your left finger and thumb secretly make a circle around one of the pieces of rope in the right hand. Now very quickly let the knot fall from your left fingers and pull your hands apart letting the rope slide through the circle made by your finger and thumb. Done quickly it will look like the rope has passed through the wand.

38. ROPE LENGTHENING

Before the "show", tie a short piece of rope (not too tightly) around the centre of a long piece of rope. Now tie the two ends of the long piece of rope together and it will look like two pieces of rope are tied at the ends. During the show pick up these "knotted ropes" and explain there are two ways to make these short ropes into one long rope - firstly by untying the ends (undo the real knotted ends of the long rope) but 'that leaves a knot in the middle' or by using 'Oofle' dust. As you speak wind the rope around your hand and when you come to the fake knot keep winding but conceal the knot as it slides along the rope and into your 'winding' hand. Immediately go into your pocket for the 'Oofle' dust, leave the bit of rope in your pocket, bring out the invisible dust, sprinkle it over the rope and let it unwind to show the rope is again in one long piece.

39. THE MYSTERIOUS KNOT



Make a fake knot in a length of rope. You must practice this knot several times so that you are able to make it without looking. Pull on the two ends of the cord until the knot nearly disappears. Then stretch the rope completely. A spectator may put a handkerchief over the rope and the knot. Pull firmly several times on the cord. Take the handkerchief away and your audience will see that the knot has disappeared.

40. THE JUMPING KNOT

As well as a long rope you will need a smaller matching piece of rope. Fold the longer rope in half and tie the small piece around its centre. It will look like you have two pieces of rope tied together. Take both ends of the longer rope in each hand then pull them away from each other and the knot will fly off the rope.

41. FLASH DICE



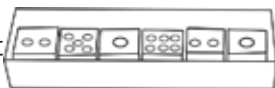
Flash Dice consists of a plastic box and six dice. You can do a number of effects with it.

SECRET:

This special box has a secret. Shake the box at an angle that is tilted forward, then the dice inside of the box will turn 90 degrees forward (image). Once you know the secret the number of effects you can perform with this little pocket trick are limited to your imagination.

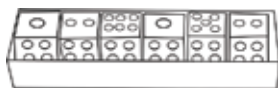
**EFFECT:**

1. Six dice are placed into a small case at random and covered with a lid and shaken.



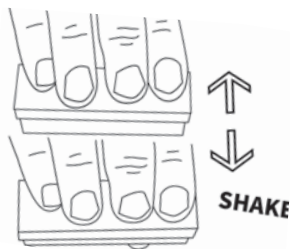
Facing The Audience

2. When the lid is removed, the dice are lined up in order from 1 to 6. With another shake, the order of the dice reverses (6 to 1).



Facing Away From The Audience

3. The magician makes a prediction on a slip of paper. The spectator is asked to throw the dice on the table and count the number of spots showing, adding them together. The dice are replaced into the case and shaken. The number of spots which now appear on the dice are added to the previous total. The result matches the prediction.



4. Finally the spectator picks out one of the six dice. The remaining five are replaced into the case and shaken once again. Hey presto - All the dice in the case show the same number as the die the spectator selected.



MYSTIC NUMBER CARDS

Using the Mystic Number Cards, you could "read" the mind of your audience and tell them the number they are thinking about.

42. TELEPATHY

The number in the mystic cards is specially arranged. Just show



SIMPLE MAGIC FOR KIDS & BEGINNERS

1	11	21	31	41	51
3	13	23	33	43	53
5	15	25	35	45	55
7	17	27	37	47	57
9	19	29	39	49	59

2	11	22	31	42	51
3	14	23	34	43	54
6	15	26	35	46	55
7	18	27	38	47	58
10	19	30	39	50	59

4	13	22	31	44	53
5	14	23	36	45	54
6	15	28	37	46	55
7	20	29	38	47	60
12	21	30	39	52	61

8	13	26	31	44	57
9	14	27	40	45	58
10	15	28	41	46	59
11	24	29	42	47	60
12	25	30	43	56	61

16	21	26	31	52	57
17	22	27	48	53	58
18	23	28	49	54	59
19	24	29	50	55	60
20	25	30	51	56	61

32	37	42	47	52	57
33	38	43	48	53	58
34	39	44	49	54	59
35	40	45	50	55	60
36	41	46	51	56	61

the cards to the audience and ask them which card contains the number they are thinking about. For those selected cards, take the number shown at the top left corner. The sum of them will equal to the audience's number in mind. You will never miss it!

HOW TO PERFORM:

Ask an audience member to pick a number between 1 and 60.

Explain that you want the person to write the number down without telling you what number he has chosen. In this example, the audience member chooses number "10".

43. TELEPATHY PRO

The numbers in the top left corner increase in 2 times in six card A B C D E F, place the card in the order of ABCDEF, then the upper left corner are 1,2,4,8,16,32. Remember the numbers, then you can do the "TELEPATHY" just ask your audience in order.

THE COIN PADDLE

To make amazing magic with your special paddle you'll need to learn a simple piece of sleight-of-hand, called the "paddle move." Let's break it down into easy stages. Be sure to practice each stage thoroughly before going on to the next stage! First, hold the paddle



by the stem between your first two fingers and thumb, so that one of the circle patterns on the paddle is facing you. Now, tilt the paddle down so that the circle pattern on the paddle is facing upwards and the audience can't see the bottom of the paddle. This upward position of one of the circles will be your starting position, whenever you perform the "paddle move!" Now, using your thumb, turn the paddle over by rolling the paddle outward. (If you are holding it with your left hand fingers and thumb, then roll it to the right. If you are holding it with your right hand fingers and thumb than roll it to the left). Now, roll it back with your thumb, this time inwards. Keep practicing this rolling movement of your thumb, outwards, inwards, outwards, and inwards... The next stage is very easy. While holding the paddle as before, but without rolling it, just turn your wrist over towards you, so that the back of your hand and the bottom of the paddle are both facing upwards. Practice this turning movement with your wrist to show both sides of the paddle. First towards you, then away from you, towards you, then away from you... Now combine the two moves. Turn your wrist over toward you and at the same time roll the paddle outward. Now, roll the paddle inward as you turn your wrist away from you. It will look like you are showing both sides of the paddle, but you are actually showing the same side twice! In order to get the timing just right, you will need to practice these combined movements often. The best way for you to know if the illusion is convincing is to try and fool yourself. Yes, when done





correctly this illusion is so strong you will be able to fool yourself! Take a coin and snap it onto the top of the paddle only. NOTE: Some coins will fit very snugly into the paddle, others will not. You might need to use some clear tape to secure the coin onto the paddle. Now, when you do the “paddle move” it should look like there is a coin on both sides! Now, flip the paddle over, blank side up and do the paddle move and it should look like the paddle is blank on both sides! This sneaky “paddle move,” can be used to create some fantastic magic!

44. THE FIRST COIN

Put a coin into one side of your paddle. Bring out the paddle blank side up and, using the paddle move, show both sides to be apparently empty! Claim that this is an amazing money maker and snap your fingers over the paddle. Turn it without using the paddle move to show that a coin has appeared on the paddle! To remove the coin you can tap the paddle gently against a hard surface! If your coin fits very snugly on the paddle, bend the end very slightly and carefully to dislodge it.

45. MULTIPLYING COINS

Once you have made the coin appear, you can snap your fingers over the paddle again and using the paddle move, show that now a coin has apparently appeared on both sides of the paddle!

46. REAL MONEY FOLKS

Before you perform the next trick, have a coin hidden in your hand. When you are ready to perform, bring out the paddle with the coin on the top side only. Then, using the paddle move, show that both sides contain coins, when in fact only one side actually does! Now, pretend to remove the underneath coin from the paddle with your free hand. Since there isn't a coin there, you will have to act a little bit. Now, put the coin you had hidden in your hand onto the table. They will think it is the one you removed from



the bottom of the coin paddle. Then openly remove the top coin and put it next to it. This convinces people that there really were coins on both sides of the paddle!

47. REBOUND

Before the trick, have a coin hidden in your hand as before. Start the trick with another coin on the top of the paddle only! You must now make believe that you are going to remove the coin from the top of the paddle. As your hand covers the top of the paddle give the paddle a half twist bringing the empty side upward, and at the same time bring into view the coin that was hidden in your hand. With a little practice, this looks just as though you have taken the coin from the paddle. Display the coin before putting it into your pocket. Then using the paddle move, show the paddle to be empty on both sides as you say, “Have you heard of the rebound effect?” Now, turn your paddle over to show that the coin has magically jumped from your pocket back to the paddle!

48. VANISHING MONEY II

Start with the coin on the top side only. Now, using the paddle move, show that there are coins on both sides. Now, pretend to remove the bottom coin by putting your hand under the paddle, and pretend to take the coin with your hand. Then, with the fist of your hand closed, blow on your hand to make the coin vanish. Now, open your hand to show that it is gone, and then turn over the paddle to show that it is gone. Then snap your fingers and, using the paddle move, show both sides blank as you say, “It’s so hard to keep hold of money, you know!”

49. PUZZLING BOOMERANGS

This amazing optical illusion will have your audience shaking their heads in disbelief. Place one of your boomerangs on top of the other—you’ll find that they are exactly





the same size. When using them in your show, put the boomerangs on the table, one directly above the other. The bottom one will appear to be bigger than the top one. This illusion is so convincing that you may even fool yourself the first few times you try it! Now pick up the top boomerang and pretend to stretch it, then replace it—but under the one still on the table. Suddenly the “shorter” boomerang will appear to be the longer one! You can repeat this a few times to totally confuse your audience. Finish by saying, “Now I’ll make them both the same size!” Snap your fingers over the boomerangs, and then demonstrate that they are in fact the same length by placing one on top of the other!

MONEY FACTORY

Here’s an apparatus that is more than it first appears to be. It looks like a base with a lid that covers it, but actually there is a secret extra piece that can be hidden in the lid! If you put a coin on the real base and cover it with the extra



piece it will look like an empty base. You can now show the lid to be empty and put it over the base. Press the top of the lid down a little and say a magic word. Lift away the lid and the extra piece will be carried away to reveal the coin. You can say, “That’s how I make my money!”

50.PICK POCKET

Start with the extra piece on top of the base. Place a coin on top of the extra piece and cover it with the lid. Press down on the lid and say, “I’m going to try and steal the coin without you seeing me do it!” Lift the lid to show that the coin has vanished!



51. PICK POCKET POCKET

You could do the above trick, but start with a duplicate coin inside your pocket. After the coin has vanished, you say, “of course the coin has to go somewhere, check this out!” You can then show them that the coin has magically traveled to your pocket!

52. INFLATION

Your money factory can also switch coins for you! Start with a coin on the base and cover it with the extra piece. During your performance, show a coin and put it onto the extra piece. Cover it with the lid and press down. As you do this say, “As a magician I am never short of money! All I need to do is cover a coin and say the magic word, inflation!” Lift the lid to show that the coin has miraculously changed into a coin!

53. HEADS OR TAILS

Before your show, put a coin on the base, tail side up, covering it with the extra piece. During your performance, show your friends a coin, and put it head side up on the extra piece. Say, “I can always win a call of heads or tails by magic!” Cover the coin with the lid and say, “The coin is heads up, but if somebody calls out tails I can still win with my amazing powers!” Lift the lid to show that the coin has changed to be tails up! Finish by saying, “I love it when a plan comes together!”

