



FANTASMA MAGIC

OVER 200 MAGIC TRICKS!



BEYOND BELIEF BOOK OF SECRETS

SET INCLUDES:

- | | |
|-----------------------------------------|--------------------------------|
| 1. 2 INCREDIBLE PRODUCTION TUBES | 8. DECEPTIVE MIRROR |
| 2. ARM STRETCHER (2 PIECE SET) | 9. MONEY VANISHING TUBE |
| 3. SPIKED COIN | 10. COIN BASE |
| 4. PRODUCTION HANKIES (3 TOTAL) | 11. COIN PADDLE |
| 5. FLOATING VASE | 12. MONEY MACHINE |
| 6. PSYCHIC DECK | 13. 4 BALLS AND 3 CUPS |
| 7. DISAPPEARING MILK GLASS | 14. BOOK OF SECRETS |

EASY TO FOLLOW VIDEO INSTRUCTIONS ONLINE:
FantasmaMagic.com/BeyondBelief

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WARNING:

CHOKING HAZARD - This toy contains small parts and small balls. Not for children under 3 years.



KEEP FOR FUTURE REFERENCE. | MADE IN ZHEJIANG, CHINA.

**AGES
6+**

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THE TECH EFFECTS

1. THE PRINCESS CARD TRICK

Props needed: A mobile phone or tablet

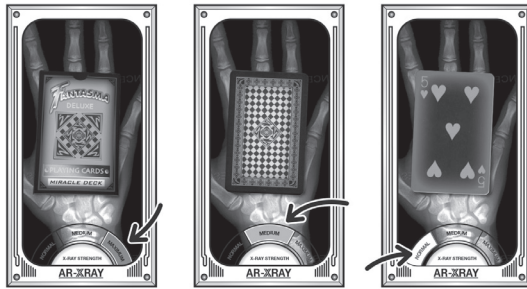
First, download the tricks from the internet using the link www.fantasmamagic.com/ThePrincessCardTrick. You will see five different cards. Ask a spectator to select any card on the screen and remember it. Wave your hand over the screen (at the 8 second mark) and the cards will turn over! Wave your hand again and they will shuffle themselves and square themselves up. The cards will then deal themselves out again. Wave your hand and one card will vanish in a flash! The cards will turn over again- the spectator's card is gone! The secret of this trick is that the cards change pips(the hearts, clubs, spades and diamonds) when they turn over. While your spectator is concentrating on his card, he's NOT concentrating on the other ones. Since he's thinking of his card only, he doesn't notice that the remaining cards are all different!



2. X-RAY DECK

Props needed: A mobile phone or tablet, Your deck from this set

1. Download "AR-XRAY" on the App Store or Google Play Store.
2. Force the 5 of Hearts using the Psychic Deck in your set (See tricks 130-132 on how to force a card).
3. Return playing cards to card box.
4. Place card box with Fantasma Deluxe Playing Card side face up in the middle of spectator's right-hand palm.
5. Open AR-XRAY app.
6. Hold phone over spectator's right hand.
7. Press Max Button & scan will show x-rayed Skeleton Hand holding deck.
8. Press Med Button and scan will reveal back of the cards.
9. Press Normal Button and scan will reveal spectator's hand w/ x-ray of the 5 of hearts selected card!



THE AMAZING ARM STRETCHER

3 . THE AMAZING ARM STRETCHER

Props Needed: The Amazing Arm Stretcher tubes

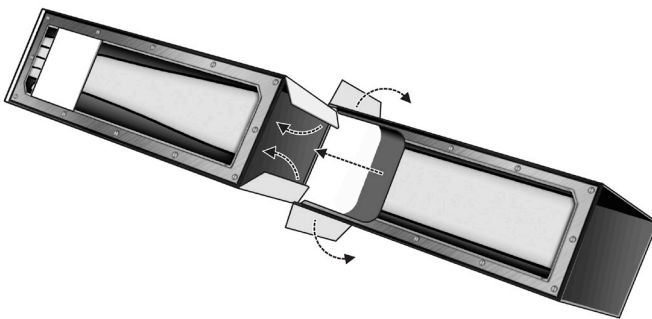
The Arm Stretcher consists of two folded flat tubes. The outer tube has a hand printed on it whereas the inner tube does not. Form the outer tube into a square shape and close the lid at one end to seal the end of the tube.

At the opposite end of this tube are two side flaps. Fold these flaps inwards so that they are on the inside of the box.

Next, form the second tube (narrow one) also into a square shape. You will notice another set of flaps at the top of the tube. Fold these flaps outwards so that they are bent back on the outside of the tube. Finally you will see a smaller tab on the front wall of the inner tube. Fold this inwards.

Line up the tubes so that the folded edges of the flaps are touching each other. Push the inner tube into the outer tube all the way in. You will know if you have inserted it correctly as you will hear the tabs 'click' as they pass each other. You can now pull out the inner tube as far as it will go but you will not be able to remove it as the inner flaps lock against one another. The prop is now set.

If you want to pack flat your Arm Extender, the only way to remove the inner tube is to open the lid of the outer tube and remove the inner tube from the top end. Thanks to Angelo Carbone for this great effect!



4. LET'S STRETCH AN ARM!

Props Needed: The Amazing Arm Stretcher tubes, a friend who can keep a secret

You will need a secret helper for this trick who needs to know how the trick works. Stand facing your helper – face to face. The audience should be to your right.

Hold the box horizontally with the opening of the box facing your helper. Your right hand should be on the front of the box at the sealed end and your left hand should be at the back of the box where the secret trap door is. Your fingertips are pointing straight towards your helper. This grip of the box is VERY important.

Ask your helper to insert his left hand all the way into the box and ask him to poke his fingers through the slot in the end of the box. This is what your audience believe is happening. However, this is not really the case as you both secretly switch hand positions in the box. This is what you really do: as your helper inserts his hand into the box, bend your left fingers inwards pushing the secret trap door inwards. Your left hand still remains on the outside of the box but your fingers are now bent inside the box.

As your friend's fingertips get closer and closer to the slot, poke your left fingers through the slot at the same time as your friend clenches his left hand into a fist and bends it inwards at the wrist. You need to get the timing and co-ordination right. It should look like his fingers exit the slot when really it is your fingers that exit the slot.

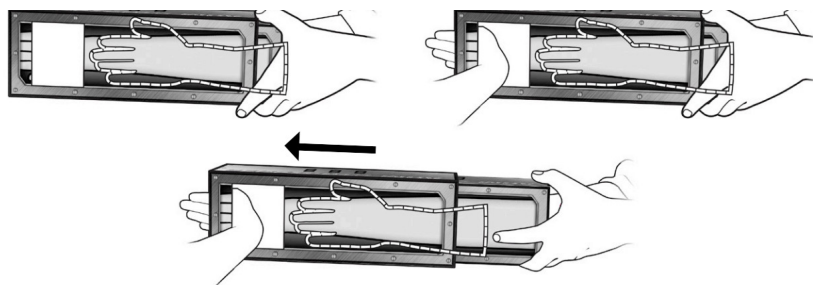
Ask your helper to wiggle his fingers. Of course he doesn't really wiggle his fingers as they are hidden inside the box, so you wiggle your left fingers instead. Your audience will believe that they are his fingers.

Say that you will now stretch your friend's arm. Take a step back as you pull the outer tube away from the inner tube. Your helper stays perfectly still and keeps the inner tube held back. Keep pulling until the box is completely extended.

Ask your helper again to wiggle his fingers. Again you actually wiggle your own left fingers. This creates the illusion that his arm has stretched out and the fingers exposed are really his! Now push the box back to its original position.

Ask your helper to remove his arm from the box. As he does this, pull in your fingertips from the slot. Make sure you get the timing right so they move at the same speed as his arm is moving. As your helper's hand leaves the box, he should have his fingers closed together and pointing straight out as if they were the same fingers in the slot.

Finally place the box aside and ask your helper to check his arm to see it is ok.



5. SOME EXTRA PROFESSIONAL TIPS

Props Needed: The Amazing Arm Stretcher tubes, a friend who can keep a secret

1. Practice, practice and practice with your helper in front of a mirror to get the timing right as his hand enters and leaves the box.
2. During the effect your helper must keep the inner tube absolutely still and horizontal as the outer box gets extended or pushed back.
3. Your helper can even make some grimacing facial reactions as his arm is apparently being stretched. This makes the illusion all the more convincing to your audience!

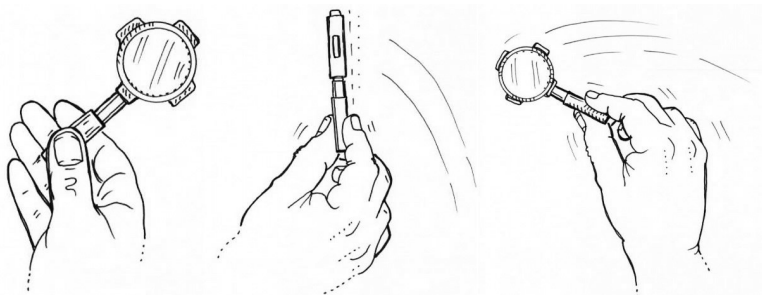
THE INCREDIBLE MONEY PADDLE

6. THE INCREDIBLE MONEY PADDLE

Props Needed: The Incredible Money Paddle

To make amazing magic with your special coin paddle you'll need to learn a simple piece of sleight-of-hand. Let's break it down into easy stages but be sure to practice each stage until you can do it smoothly.

1. First hold the paddle between your finger and thumb as shown in the illustrations and give it a half turn by rolling it between your finger and thumb. All you are doing is turning the paddle over by rolling it. Practice rolling it backwards and forwards. This is the real secret to the magic so make sure to really make this smooth.
2. Now practice turning your wrist to show both sides of the paddle. In other words genuinely showing both sides of the paddle.
3. Now combine the two moves together so that as you turn your wrist you give the paddle a half turn as well. Do the twist as you turn your wrist! It will look like you are showing both sides of the paddle but are actually showing the same side twice! This sneaky action, known as the paddle move, can be used to create some fantastic magic!



7. THE APPEARING COIN

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

Using a loop of Scotch Tape (or double sided tape), stick a coin to one side of your paddle in the circular area. Bring out the paddle blank side up and, using the paddle move, show both

sides are apparently empty. You can repeat this a couple of times if you like to really prove that there is nothing on the paddle! Claim that this is an amazing magical money making machine and snap your fingers over the paddle. Turn the paddle without using the paddle move to show that a coin has appeared on the paddle!



8. MULTIPLYING COINS

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

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! Of course you are really showing the same coin twice but don't tell your friends that! As you do this say, "I'll never need a job I'll just make my own money!"

9. REAL MONEY

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

Start by having a matching coin hidden in your free hand. This is not difficult, simply hold the coin in a loose fist and keep this hand relaxed by the side of your body. Now, using your other hand, make the coins seem to appear on the paddle just as you did in your last trick. Pretend to remove the bottom (unseen) coin from the paddle with your free hand that has the coin hidden in it. There isn't a coin there so you have to act a little bit. Put the coin you had hidden in your hand onto your table. Then remove the top coin and put it next to it. This convinces people that there really were coins on both sides of the paddle!

10. VANISHING MONEY

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

Rather than removing the coins you can, if you prefer, make them vanish! The first coin is easy because it was never there! Just turn over the paddle to show that it has gone. Then snap your fingers and, using the paddle move, show both sides blank again as you say, "It's so hard to keep hold of money you know!" Casually put the paddle away in your pocket (being careful not to let the coin show) before moving on to your next effect.

11. REBOUND

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

You can also have a coin hidden in your hand then use your paddle to produce a coin. As you go to remove the coin give the paddle a half twist, bringing the empty side upward (hiding the coin there) and 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. Put the coin in your pocket and, using the paddle move, show the paddle to be empty both sides. Say, "Have you heard of the re-bound effect?" Turn your paddle over to show that the coin has magically jumped

from your pocket back to the paddle!

12. UNLIMITED MONEY

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

Start with four or five coins in your pocket and one hidden in your hand. Use your paddle to produce a coin, and then just as in the above effect, pretend to remove the coin and put it in your pocket. But don't leave the coin in your pocket. Instead keep the coin hidden in your hand. Use the paddle to produce another coin and repeat pretending to take it and put it in your pocket. Repeat this three or four times then reach into your pocket and bring out all the coins as you say, "I love the way magic makes me money!"

13. CHANGING MONEY

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

Here's a very sneaky way to use your paddle. Before your show tape a larger denomination coin onto one side of the paddle. You'll also need a smaller denomination coin and some tape for your show. During your show bring out the paddle blank side up (hiding the coin already there) and, using your paddle move, show it to be blank on both sides. Tape the smaller coin into the free area and briefly cover the paddle with your free hand. As you do so, quickly turn the paddle over (just as if you were doing a paddle move without the wrist turn) and remove your free hand. The smaller coin has turned into a higher value coin!

14. A FULL CHANGING ROUTINE

Props Needed: The Incredible Money Paddle, the plastic coin from your set or any real coin that will fit

You can really expand the above idea to show your paddle blank both sides (with a paddle move) and then taping a coin onto it. Snap your fingers and, using the paddle move, show that now another coin has appeared on the other side. Say, "Not too bad, I've magically doubled my money. Now, how about this?" Just as you did above turn the smaller coin into a larger coin. For a shocking finish snap your fingers and, using a paddle move, show that now there is a larger coin on both sides! Say, "That's how I make extra money," and put your paddle away.

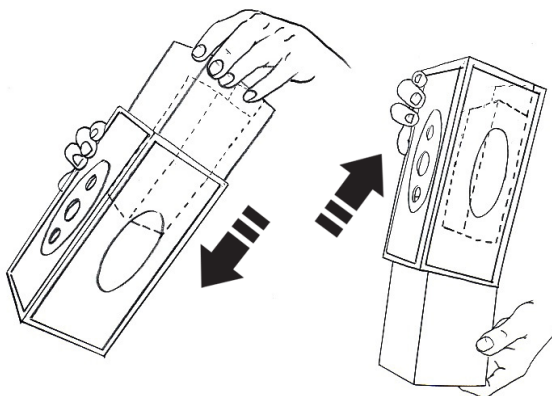
THE INCREDIBLE PRODUCTION TUBES

15. THE INCREDIBLE PRODUCTION TUBES

Props Needed: The Incredible Production Tubes and the extra black tube

Although it looks as though only two tubes are used there is a secret extra black box. There is a small pre-creased flap at the bottom of this box. This will form the bottom of the box. At the top of the folded box is a pre-creased flap which must be bent into a hook shape. Open the black box by pushing the floor (inside) down. It is into this box that you place whatever you are going to produce.

Have the two larger tubes nested together with the window holes facing towards your audience. The secret black box starts off hooked inside the smaller, inner tube with the hook at the back. Hold all the nested tubes in your hands. Lift off the outer large tube and show it to be empty. Point out the holes that will allow anybody to see inside the tube.



Now carefully drop the next smaller tube through the largest tube but let the secret box hook onto the outside tube. Allow the smaller tube to slide through to the bottom of the larger tube and remove it. People can see through the holes in the outer tube but, because the secret box is the same colour as the inside of the tube, they won't see it.

You can now show the inner tube to be empty. Put the two tubes together by inserting the smaller tube at the bottom end of the larger tube. You may want to press slightly on top of the secret hook of the black box to prevent it being pushed up as the inner tube is pushed form the bottom. Make a magic pass and begin your production! Make sure that the tubes are above eye level or tilted back towards you a little so that people can't see into the top and catch a glimpse of your sneaky extra box!

16. PRODUCING YOUR SILKS

Props Needed: The Incredible Production Tubes and the extra black tube, the silks from your set

Before your show, place your three silks into the secret black box inside your nested tubes. During your show, go through the moves described above to show your tubes empty, then pull all three of your silks out with a flourish!

17. SILK BLENDO

Props Needed: The Incredible Production Tubes and the extra black tube, the silks from your set

Before your show, put the striped silk at the bottom of the black box inside your nested tubes and then put the white and black silks on top of it. During your show, go through the moves described above to show your tubes empty, then pull out the white and black silks. Now, go through the moves to show your tubes empty once again and put the white and black silks back inside. Now, wave your hand over the tubes and pull the striped silk out. Tell your audience that the silks have magically blended together. Go through the moves once again to show your tubes are empty!

18. THE CUT AND RESTORED ROPE

Props Needed: The Incredible Production Tubes and the extra black tube, two equal lengths of rope, scissors

Before your show, place one piece of the rope in your secret box in your nested tubes. During your show, bring out your tubes and show them empty as described above. Now bring out the second piece of rope and your scissors. Cut the rope into several small pieces and drop all of the pieces into the box inside your nested tubes. Wave your hand over the top, then reach in and bring out the uncut piece of rope. It will appear to your audience that the rope has been completely restored! Again, using the method above, show your tubes empty!

19. THE COMEDY CUT AND RESTORED ROPE

Props Needed: The Incredible Production Tubes and the extra black tube, two equal lengths of rope, extra rope, scissors

Before your show, cut two equal lengths of rope, about 2 feet long. Now, cut about 4 smaller pieces of rope, about 4" long each and tie them in knots around one of the lengths of rope with about 3" spaces between them. Place this specially doctored rope into the secret black box in your nested tubes. During your show, Bring out the tubes and show them empty as described above. Now, take your scissors and cut your extra rope into four pieces. Announce to your audience, "ladies and gentlemen, I am now going to use the power of magic to restore this rope to one piece!" Turn your back to the audience and quickly tie the four pieces together into one long rope. Turn back around and hold up your rope to your audience. "Not impressed, eh?" you say. "Maybe I need a bit more help". Drop the rope into the box within the tubes then wave your hand over the top. Now, bring out your specially prepared rope. Say to your audience, "you think nothing has happened but sometimes magic is something you can't see". Now, one by one, slowly slide each knot off of the end of the rope until you are left with one whole, uncut piece of rope!

20. SPOOKY WRITING

Props Needed: The Incredible Production Tubes and the extra black tube, two identical pieces of paper, a marker

Later on in this amazing box of magic you'll learn how to make a friend pick the Five of Hearts from a deck of ordinary looking playing cards. You can combine this with a great effect using your Production Tubes. On a large thick piece of paper write in large letters with a black marker, "The Magic Creature sees all and says that you have chosen the Five of Hearts!" Fold this paper in half and put it inside the black box in your nested tubes. For your show you'll need an identical piece of paper and the marker. Show the tubes empty as described above. Show the paper to be blank and fold it in half. Put it into the box with the pen saying that your Magic Creature may be able to use it. Force the Five of Hearts on a friend then remove the paper you wrote on earlier to reveal that The Magic Creature was correct!

21. STINKY SOCKS

Props Needed: The Incredible Production Tubes and the extra black tube, an identical pair of socks, one dirty and one clean

For this fun effect you'll need two pairs of identical socks. Before your show, really dirty one pair up. Place the clean pair into the secret box in your nest of boxes. During your show you display your 'stinky socks' to your audience. Put the socks into the tubes claiming that it is a magic washing machine. You can have a real box of soap powder (but empty) and pretend to add invisible detergent to the tubes. Wave your hands over the tubes then pull out the clean socks. Now proceed to show the tubes empty as described above.

THE MONEY MACHINE

22. LET'S LOOK AT THE MONEY MACHINE

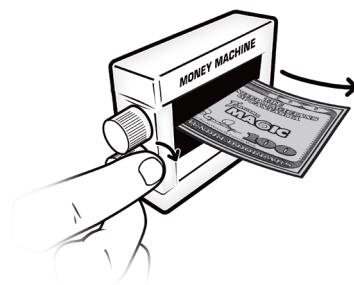
Props Needed: The Money Machine from your set

Your Money Machine comes with two play notes and two blank pieces of paper that we'll be using for effects later on but for now put them to one side and look at the machine itself.

1. The two rollers are connected to allow you to hide money (and, as you'll see, other things inside them). Turn the handle of the bottom roller clockwise until you can turn no more. Don't worry if hasn't jammed up, that's part of the secret design!

2. Now take a play note and feed it between the rollers from the front of the machine (that's the side with the Money Machine logo printed upon it!). As you feed it in, turn the handle of the top roller clockwise.

3. The note goes into the rollers but doesn't come out of the other side! It's actually being concealed in the machine. To make the note reappear simply turn the handle of the bottom roller clockwise again and the note will come out of the machine! This ingenious device is going to let you perform some great magic!



23. PRESTO-PRINTO

Props Needed: The Money Machine from your set, a play note and a blank piece of paper

Load a play note into your machine as described above. Turn the handle until the note just disappears between the rollers and you can't see the edge of the note anymore. Bring out your Money Machine and say to your friends, "I've discovered a magical way to make money, check this out!" Take one of your blank notes and feed it between the rollers at the back of the machine. As you do this, rotate the handle of the bottom roller clockwise. The blank note will be taken into the machine as the play note comes out the front. It looks just as though the machine is printing the money. The illusion is amazing! To retrieve the blank note later simply turn the top handle of the machine clockwise and it will pop right out!

23. SMUDGY

Props Needed: The Money Machine from your set, a play note and a blank piece of paper

One of your play notes has been printed so it looks as though it is smudged. This is quite deliberate and allows you to add a great joke to your printing.



1. Turn the bottom handle of the machine clockwise until it can turn no more. Feed in the nicely printed note from the front until it just disappears into the machine.
2. Then feed in the smudged note (smudged end first) until that disappears into the machine.
3. During your show feed in a blank note at the back of the machine and, as you claim to make money magically, turn the bottom handle so that the smudged note comes out as the blank note goes in.
4. As soon as the smudged note comes out stop turning the handle. Show the note and say, "Yikes! That doesn't look too good! Let me try again!"
5. Put the smudged note into the back of the machine and turn the handle again so that the smudged note magically turns into the nicely printed one. Finish by saying, "Now that's much better!"

25. REAL CASH

Props Needed: The Money Machine from your set, a play note, a real note and a blank piece of paper

You can do the above routine a different way by pre-loading the front of the machine first with a real note and then the play note. In performance feed in the blank note from the back and make it change into the play note. Now say, "Of course it's not real money! For that I'd have to display awesome magical powers ... a little bit like this!" Feed the play note into the back of the machine and, by turning the handle, change it into real money! When doing this change the illusion created is much better if the notes are the same side up so that the change almost looks like the play note is morphing into a real one!

26. DOUBLE YOUR MONEY

Props Needed: The Money Machine from your set, three notes

Get two two dollar notes and place them together in perfect alignment. Now you feed these into the front of your machine carefully (one on top of the other). Both will go in together. During your performance show your machine and a single two dollar note. Say, "I've found a way to double my money by magic!" Feed the single two dollar note into the back of the machine and turn the handle so that, as it goes in, two notes emerge from the front. Say, "Now that's easy money!"

27. SUPER CLEAN

Props Needed: The Money Machine from your set and a blank piece of paper

This is a great joke to play on your friends. Load the machine from the front so that a blank note will appear. Now during your show ask to borrow a note from one of your friends. The

larger the denomination of the note the funnier the joke will be! Say, “Hmmm, it is a little dirty. Do you mind if I put it through my little cleaning machine?” Feed their note in at the back and turn the bottom roller clockwise so that their note goes into the machine and the blank note comes out! Say, “Whoops! That cleaning fluid must be a bit stronger than I thought!” Don’t forget to give them their real note back later on of course!

28. CALCUL8OR

Props Needed: The Money Machine from your set, a pen and two blank pieces of paper

On a blank piece of paper write some numbers one above each other. Then put a line beneath them and total the figures up. Now make a copy of this on another piece of paper but don’t write in the total. Try to make the writing look as identical as possible! Feed the completed sum into the front of your machine, writing side up. Also put it in so that the total will show last of all. During your show say, “I shouldn’t really be doing magic because I’ve got some math homework to do!” Show the sum on the piece of paper to your friends then say, “But don’t worry magic fans, I can do this with the help of my trusty magic calculator!” Feed the sum into the back of the machine and turn the handle so that it goes in as the completed sum starts to come out. When you feed the sum in make sure that the writing is the same way round as the sum that it is coming out of the front. This way it looks just as though the piece of paper is going through the rollers right up until the moment when the total appears! Say to your friends, “Having a magic calculator is always kind of handy!”

29. CRAZY CALCUL8OR

Props Needed: The Money Machine from your set, a pen and two blank pieces of paper

On one piece of paper write 1089 and feed this paper into your money machine. During your show bring out a pad and a pen. Say to one of your helpers, “I want you to think of a three digit number but all the numbers must be different and the first number must be higher than the last one!” Write their number down at the top of your pad. Underneath it write his number backwards (so if his number is 754 you would write 457 for example). Now subtract the smaller number from the larger one. If you aren’t so good at math yet you might want to use a calculator here! Using our example numbers from above the answer would be 297. Write this number down. Now under our new number write this one backwards to give us 792. Finally, add the last two numbers (297 and 792) and you’ll get 1089. Whatever three digit number they start with, provided they follow your simple rules, the answer will always be 1089. Now, Run your blank piece of paper through your money machine and the paper with 1089 will print out!



30. COLOURING MACHINE

Props Needed: The Money Machine from your set, a pen and two blank pieces of paper

On a blank piece of paper make a simple drawing of a dog, cat or whatever you like. On another piece of paper make an identical drawing and colour it in with bright colours. If you

are computer whiz you could even print a nice drawing to make them totally identical. Load the coloured drawing into the front of your machine. During your performance show the drawing and say, "I'm not too bad at drawing but I can never decide which colours to use to finish it off. So I use my soon to be famous colouring machine!" Feed the drawing into the back of the machine and turn the handle to amazingly colour in the picture!

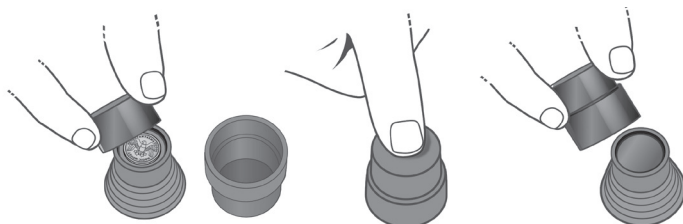
THE MAGIC COIN BASE

31. THE MAGIC COIN BASE

Props Needed: The magic coin base, lid and gimmick, a coin

Here's another piece of apparatus that is more than it first appears to be.

1. The prop looks like a base and a lid but actually there is a secret extra piece that can be hidden in the lid! This extra piece sometimes comes stuck inside the lid so check there first if you don't see it in with your other components!
2. 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.
3. 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.



32. PICKPOCKET

Props Needed: The magic coin base, lid and gimmick, a coin

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 gone!

33. PICKPOCKET POCKET PICK

Props Needed: The magic coin base, lid and gimmick, a coin

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

34. INFLATION

Props Needed: The magic coin base, lid and gimmick, 2 coins of different denominations

Your coin base can also switch coins for you! Start with a larger coin on the base and cover it

with the extra piece. During your performance show a smaller coin and put it onto the extra piece. Cover it with the lid and press down. Lift the lid to show that the smaller denomination coin has miraculously changed into a larger denomination coin!

35. THE PRICE OF CANDY

Props Needed: The magic coin base, lid and gimmick, a coin, candy, your Production Tube setup

You can combine your coin base with your Production Tubes to create an awesome routine for your audience! Before your show, set the coin base to vanish a coin and fill the secret box in your nested tubes with candy. During your show, show the tubes empty as described in #13. Take your coin and vanish it using your coin base. Say to your audience, "that's the price of candy!" then dump the candy out of your nested tubes and share it with your audience!

36. HEADS OR TAILS

Props Needed: The magic coin base, lid and gimmick, 2 matching coins

Before your show put a coin on the base tail side up and cover 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 flip a coin, even if it's in an incredibly tiny space!" Lift the lid to show that coin has changed to be tails up!

37. PADDLE / BASE COMBO

Props Needed: The magic coin base, lid and gimmick, 2 matching coins, your Coin Paddle

A cool way to combine your props is to start with a coin ready to be produced in the special base and a duplicate coin set on one side of your coin paddle. Show the 'empty' base and cover it with the lid. Now bring out your paddle (blank side up) and, as you've already learned, produce a coin on it. Say, "That's cool but now watch the magical super hopping coin!" Vanish the coin from the paddle then lift the lid to show that coin has jumped into the coin base!

38. SUPER HOP

Props Needed: The magic coin base, lid and gimmick, 2 matching coins

Once you learn The French Drop (trick #46) you can do an astonishing piece of magic using the coin base. Set a coin on top of the base and cover it with the extra piece. Say, "I'll cover the base with this lid!" Put the lid over the base and press down on it. Now show a matching coin and do the French Drop vanish! Say, "Did you see me sneak it under the lid?" Lift the lid to show that the coin has mysteriously appeared there! This is a good way to practice your French Drop vanish as the coin is much easier to handle than a ball!

THE CUPS AND BALLS

39. THE CUPS AND BALLS

Props Needed: The three cups and four balls from your set

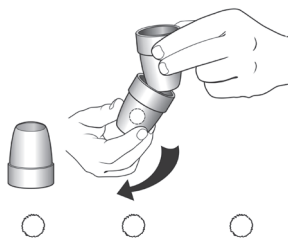
The Cups and Balls is perhaps the oldest trick in magic and has been a favourite of professional magicians for centuries. You'll need your three cups and four balls. Actually your audience will only be aware of three balls but the extra one will secretly make the magic happen for you. Before your show put one cup, mouth up, onto your table. Now put a second cup nesting inside it. Into this cup place one ball then nest the final cup on top. Finally put the three remaining balls inside the top cup. You are now ready to fry some brains!



40. SETTING UP THE EFFECT AND THE OPENING

Props Needed: The three cups and four balls from your set

Bring out your cups and toss the three balls to the table. Hold the stack of cups, mouth up, in your left hand between your fingers and thumb. Take the bottom cup with your right hand and put it mouth down onto your table. Take the next cup (the one with the hidden ball) and place that mouth down onto the table next to the first cup. Thanks to a scientific principle known as inertia (don't worry, you don't need to know what it is!) the hidden ball will stay hidden under the cup! Now turn the last cup down and place it next to the other two.



41. BALL NUMBER ONE

Props Needed: The three cups and four balls from your set

Pick up one of the balls and place it on top of the cup that has the hidden ball inside. Cover the ball with the other two cups making a mouth down nest of cups on the table. Make a magical gesture and lift the stack of three cups to show that the ball has "magically" penetrated through the cup!



42. BALL NUMBER TWO

Props Needed: The three cups and four balls from your set

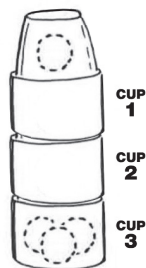
You are now going to lay out the cups again just as you did before but this time cover the ball that just penetrated with the cup that has the hidden ball inside. This puts two balls under the cup even though your audience thinks that there is only one! Put a ball on top of the cup with two under it and, once more, cover the ball with the other two cups. After a magic word or magic tap (or both if you are feeling particularly magical!) lift the stack of cups to show that the second ball has penetrated to join the first!



43. BALL NUMBER THREE

Props Needed: The three cups and four balls from your set

Now say, "We'll make the last one really hard!" Lay out the cups again making sure that the cup with the hidden ball goes over the two penetrated balls giving you three balls under the cup. Put one cup on top of the cup with the three balls underneath then put the last ball on top of this cup. Say, "I'll try to get it to penetrate through not one but two cups folks!" Cover the last ball with the final cup and make your magic gestures. You may even want to wave your hand around a bit to really emphasize the "difficulty" factor! Lift the stack of cups to reveal the three balls as you finish by saying, "And that my friends is the mystery of the cups and balls!"



44. LET THEM DO THE MAGIC

Props Needed: The three cups and four balls from your set

A really nice way to present the last ball is to let a friend do all the work at the end. After you have laid out the cups ask them to take either of the end cups and put it over the middle one. Then ask them to put the ball on top of the two cups and say, "I only made it go through one cup but you are going to go for two!" Get them to place the last cup on top of everything and to tap the cups. Get them to lift all the cups and their jaws will drop when they see that the magic happened without you touching a thing!

45. THE BIG LOAD

Props Needed: The three cups and four balls from your set, a small tomato, potato or rubber ball

1. Get a small tomato or potato that will fit under your cups and have it in your left pants pocket. At the end of your routine, before you reveal the three balls under the cups casually reach into your pocket and hide the tomato or potato in your hand by curling your fingers around it.
2. Lift up the three cups as one to reveal the three balls and your audience thinks the trick is over and applauds.
3. As they applaud bring the cups back and put them over the tomato or potato that's in your left hand. This is a secret action and a bit of mirror practice is needed to learn how to do this so it doesn't show.
4. Casually slide the cups off your hand and onto the table. When the applause stops say, "I understand most of the trick but this bit really fools me!" Lift up the cup to reveal your big load and they'll be amazed!

46. THE FRENCH DROP

Props Needed: The three cups and four balls from your set

If you want to look like a very professional magician you could vanish the ball in your hands using a technique called The French Drop.

1. Hold the ball between your fingers and thumb of your left hand. Now with your right hand

reach as if you are going to take the ball. Your right thumb goes behind the ball and your right fingers start to curl around it.

2. As soon as the ball is covered you secretly let the ball fall down into your left hand. Close your right hand into a loose fist and hold it up as your left hand (secretly hiding the ball) drops down to your left side. It is very important to focus all attention onto your right hand just as if the ball were there!

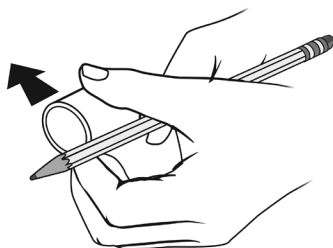
3. You can now slowly open your hand to show that the ball has vanished! As you make it vanish you can sneakily put your left hand into your trouser pocket and leave the ball behind! Make sure to practice this move before trying it on your helpers. You'll find that watching yourself in a mirror will really help you to get all the angles right!



47. PENCIL THROUGH CUP

Props Needed: One of the cups from your Cups And Balls and a pencil (or pen)

Hold one of the cups between your fingers and thumb and tap your pencil inside against the bottom of the cup. Now quickly push the pencil behind the cup so the tip of the pencil looks as though it goes through the bottom of the cup! Quickly pull the pencil out and show the cup to be unharmed.



48. DEPTH ILLUSION

Props Needed: One of the cups from your Cups And Balls and a pencil (or pen)

Put your pencil into the front of one of the cups then lean it back against the back rim. From the front it looks as though the pencil is just measuring the depth of the cup. Now mark where the pencil touches the rim. Stand the pencil next to the cup and the mark will be significantly higher than the height of the cup proving that the cup is bigger inside than it is outside!



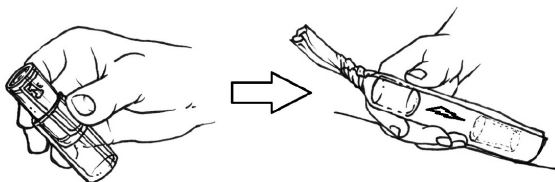
THE MONEY VANISHING TUBE

49. THE MAGIC TIME TUBE

Props Needed: The Money Vanishing Tube from your set, one of your play notes and a piece of paper

The clear plastic tube that comes with your kit is a little sneakier than it first appears. It's actually two tubes - one inside the other!

1. Here's how to use it to create incredible magic while sitting at a table. Roll up a play note and put it into the tube (actually inner tube).
2. Now roll a piece of paper around the tube(s) with the open end of the tube pointing to the right.
3. Tilt the right end of the rolled up paper towards yourself and twist the top end of the paper. As you do this the inner plastic tube will fall out of the open end and into your lap!
4. All attention is on you twisting the upper end. Now twist the other end of the paper tube. Next, hand this package to an audience member and have them open it. They will find the tube is empty!



50. TRAVELING THROUGH TIME

Props Needed: The magic time tube from your set, two matching notes and an envelope

Have an envelope with two notes inside. During your show open the envelope and remove one of the notes but don't let your audience see the second one in there. Close up the envelope and put it to one side. Put the note into your tube and wrap it in a sheet of paper letting the inner tube fall into your lap. Say that this time traveling trick takes ten seconds. Do a countdown from 10 to 1 then open the paper to show that the note has vanished. Open the envelope to show a dollar inside and say, "It traveled back in time!"

51. SILKWORM

Props Needed: The magic time tube from your set, a silk from your set

If you don't want to use money you can use your tube to vanish just about anything that will fit into it. A favourite of many professionals who use this very item is to vanish a small handkerchief that is stuffed into the tube. You can use one of the handkerchiefs that come with your kit here to create this delightful illusion!

52. THE COST OF TIME TRAVEL

Props Needed: The magic time tube from your set, a small denomination coin, a small denomination note and an envelope

Put a small coin into an envelope and seal it up. On the envelope write the words 'Arrival Station!' Borrow a note and put it into your tube. Wrap up the tube as usual letting the inner

tube fall into your lap. Claim that the note will travel to the arrival station. Show that the note has vanished from the tube then open the envelope to show the penny. Say, "Didn't I mention that the cost of the ticket was 99 cents!"

THE DISAPPEARING MILK GLASS

53. THE DISAPPEARING MILK GLASS

Props Needed: Your milk glass, 4 tablespoons of milk, newspaper

Your set comes with a classic effect called a "Milk Glass". With this, you can appear to make an entire glass of milk vanish! First, reach into your milk glass and pull out the plastic insert. Now, pour 4 teaspoons of milk into your glass. Push the insert back down into the glass until it locks. It will now appear you have a full glass of milk! You will notice two holes in the insert. If you tilt the glass in the direction of either of the holes, the milk will pour down into the inside of the insert making it appear that some of the milk has been poured out of the glass! During your show, bring out the prepared glass. Now, take a piece of paper (newspaper is best!) and roll it into a cone shape. Pick up your glass of milk and tip it toward the mouth of the cone. Allow the milk to flow through the hole in the insert into the inner glass. Don't do all of it, do just enough that it looks like a substantial amount of milk has been "poured" into the paper. Now put the glass down and crumple up the newspaper cone- the milk has vanished!



54. MULTUM IN PARVO

Props Needed: Your milk glass, 4 tablespoons of milk, a small glass

Since you will only have a small amount of milk in your milk glass, you can use it to do a classic trick called, "Multum In Parvo". You will need a very small glass that will only hold about 4 tablespoons of milk when full. During your show, bring out the milk glass filled with milk as described above. Next, bring out the small glass and announce that you plan to pour all of the milk from the large glass into the smaller glass without the smaller glass overflowing! Slowly tip the milk glass toward the mouth of the small glass and allow the milk to pour into the smaller glass. Your audience will be amazed that all of the milk from the large glass fit into the smaller glass!

55. PROOF

Props Needed: Your milk glass, 4 tablespoons of milk, a small glass

To prove to your audience that you made all of the milk fit into the tiny glass, pour the milk back into the middle compartment of the larger glass. They will now see that suddenly most of the milk has vanished!

56. CHOCOLATE MILK AND MORE

Props Needed: Your milk glass, 4 tablespoons of any opaque liquid

You don't have to only use milk in your milk glass- any opaque liquid will do! You can do effects using chocolate milk, cola, coffee and more! You can alter any of the above effects to use a liquid other than milk as long as the liquid isn't clear and your audience can't see through it.

57. DO NOT REMOVE

Props Needed: Your milk glass, 4 tablespoons of any opaque liquid, your instruction manual and one of your cups and balls cups

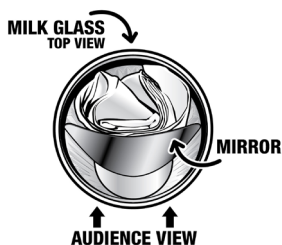
Before your show, set your milk glass up the way you learned in #51. During your show, pretend to pour milk into one of the cups from your cups and balls like you learned in #51 then put your instruction manual over the top of glass. Turn the cup/book over so the cup is now facing mouth-down with the book underneath it and place this setup on top of a spectator's head. Now YOU know there's no actual milk in the cup but THEY don't know there's no milk in the cup! Now suddenly pretend that you've forgotten what the next part of the trick is. But have no fear! The instruction manual is right on top of your head! Pull out the instruction manual, leaving the cup on your spectator's head. Turn the back of the manual to face the audience so they can read the back cover: "DO NOT REMOVE!" After a few laughs, lift up the glass and show your friend his worry was for nothing- the milk is gone!



58. THE MIRROR GLASS

Props Needed: Your milk glass with the plastic insert removed, your deceptive mirror with protective plastic film removed

Your set also comes with a mirror. You can use this insert to fool the eyes of your audience. First, remove the plastic insert from your milk glass- you will not need it when you are using the mirror. Now, push the mirror directly down into the center of the glass. When you look at the glass from the front, you will not be able to see the mirror! This is because the mirror is reflecting half of the inside of the glass back at you, giving the illusion that the glass is empty!



59. THE APPEARING HANDKERCHIEF

Props Needed: Your milk glass with the plastic insert removed, your deceptive mirror, one of your silks, a piece of construction paper

First, form a tube around the glass and tape the tube together. Next, place a handkerchief into one side of your glass. During your show, face the empty, mirror side of the glass toward your audience. To the audience, it will appear that the glass is empty. Show your tube empty then cover the glass with your tube and say some magic words. As you do this, turn the glass around so that the side with the handkerchief is now facing the audience. Remove the tube and pull the handkerchief from the glass with a flourish!

60. THE VANISHING HANDKERCHIEF

Props Needed: Your milk glass with the plastic insert removed, your deceptive mirror, one of your silks, a piece of construction paper

Naturally, you can reverse these actions to cause the handkerchief to disappear. Simply push the handkerchief into the side of the glass facing your audience, cover it with the tube, rotate the glass, remove the cover and show that the glass is empty. Don't forget to show your tube empty too!

61. THE ONE-TWO PUNCH

Props Needed: Your milk glass with the plastic insert removed, your deceptive mirror, your Production Tubes

Of course, you can vanish anything you have a duplicate of and cause it to reappear in your Production Tubes. For example: get two packs of the same brand of bubble gum. Use your glass/tube set up to cause one pack of gum to "vanish" then cause it to "reappear" by having the second pack of gum already hidden in your Production Tubes. It is especially impressive if you have the glass and Production Tubes very far apart on your table- or even in different places in the room!

62. HOLE IN YOUR HAND

Props Needed: Your construction paper tube from tricks #56 & #57

The tube you made can also do a trick all by itself. Hold the tube up to your right eye with your right hand. Now, hold your left hand up next to the tube, directly in front of your left eye. It will appear that you have a hole in your hand! You can tell a spectator you will put a magical hole in their hand by handing them the tube and explaining how to hold the tube and their hand!

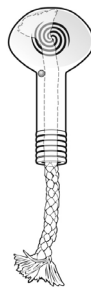
THE FLOATING VASE

63. THE FLOATING VASE

Props Needed: the small vase, small ball and a short piece of rope from your set

Your set comes with a small vase, a small ball and a short piece of rope. With these three things, you are going to prove to your audience that you can control gravity! First, place the spiral sticker on the front of the vase. Before your show, drop the ball down the neck of the

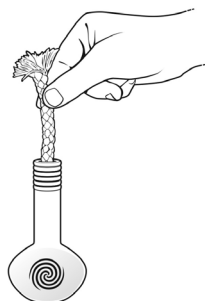
vase. During your show, you are going to show the bottle to your audience. You can even show the vase empty by tilting the mouth of the vase toward your audience (the ball will drop down into the wide bottom of the vase and be hidden from view)! Next, push the rope down into the neck of the vase until it reaches the bottom. Turn the vase over- the ball will seat itself next to the rope inside the vase. Tug on the rope a little bit and you will feel the ball anchor the rope in place. Now, let go of the rope- your audience will be astonished to see that the rope doesn't fall out!



64. ANTI-GRAVITY VASE

Props Needed: the small vase, small ball and a short piece of rope from your set

Now that your rope is locked in place by the ball, you can hold the end of the rope and slowly turn everything over so the vase is now hanging from the rope! You can even gently swing the vase around on the end of the rope!



65. HANDING THE VASE OUT

Props Needed: the small vase, small ball and a short piece of rope from your set

Your friends will naturally be suspicious and want to examine the rope and the vase. This is not impossible- in fact it is very easy! Push the rope back down into the vase to release the ball. Hand your friend the rope. Now, hold the vase by the neck and allow the ball to roll out of the vase into your hand. Keep the ball hidden in your palm as you hand your friend the vase. When they're busy looking at the vase, stash the ball in your pocket!



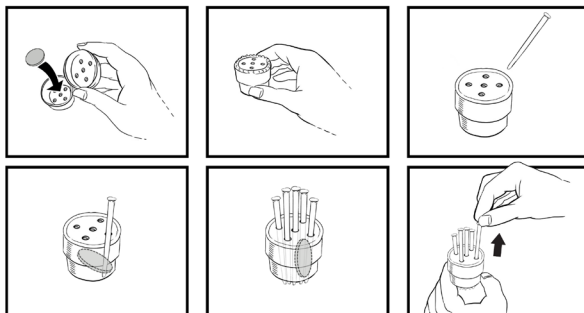
THE SPIKED COIN

66. THE SPIKED COIN

Props Needed: The coin box and 5 plastic spikes that come with your set, a large coin similar in size to an Australian 50 cent coin or a US half dollar

In your set you will find a small, round box that has five holes through both the lid and the bottom. You will also find five yellow spikes. This is all you need to do an incredible penetration effect! Begin by showing your audience the coin, the box and the spikes. Allow them to examine everything carefully but be sure to hand out each item separately (i.e. the box first, then the coin, then the spikes) so the audience members don't attempt to do the trick themselves! Once you have all of the items back in your possession, begin by placing the coin into the box. Show that the coin covers all of the holes in the bottom of the box. Now, place the lid on the box. Next, you will push a spike through one of the OUTER holes. It is very important to begin with an outer hole: when the spike is inserted into an outer hole, it causes the coin

to flip up on its side and out of the way of the other holes! Now, you can push the rest of the spikes through the remaining holes in any order you please and it will appear that five spikes have penetrated the coin! Next, you are going to remove the spikes, one at a time, in this order: begin with the very first spike you put in then remove the remaining spikes consecutively until you've reached the other side of the box. This will cause the coin to reseat itself gradually instead of falling to the bottom with a noticeable "clunk". Open the lid and show that the coin is exactly where you originally showed it: covering all of the holes!



67. THE REAL SPIKED COIN

Props Needed: The coin box and 5 real metal nails, a large coin similar in size to an Australian 50 cent coin or a US half dollar

You can take this simple prop and make it even more magical by replacing the plastic spikes with real, metal nails. Be sure to use nails whose diameter will completely fill the holes and whose length will reach out of the bottom of the box. Since real nails don't have the "stopping" mechanism that the plastic spikes do, be sure to use nails with a large head so they will not fall through the holes. To remove the nails at the end of the trick, just push up on them from the bottom.

68. BUT WHAT IF THEY WANT TO TRY?

Props Needed: The coin box and 5 plastic spikes that come with your set, a large coin similar in size to an Australian 50 cent coin or a US half dollar

I knew you would ask that. If an audience member would like to try the trick themselves, set the box and coin up as normal but pre-place a spike in the center hole. The audience member will not be able to make the spike go through the coin if the spikes begin in the center. Another way to confuse them is to slightly tilt the box so the coin moves out of the way of one outer hole. Push a spike through that hole and it will appear that the spike is penetrating the coin. Now give the audience member a spike so they can try. Since the coin will still be covering all of the remaining holes (and will no longer tilt with spike blocking it) they will not be able to push a spike through the coin no matter which hole they choose!

THE PSYCHIC DECK!

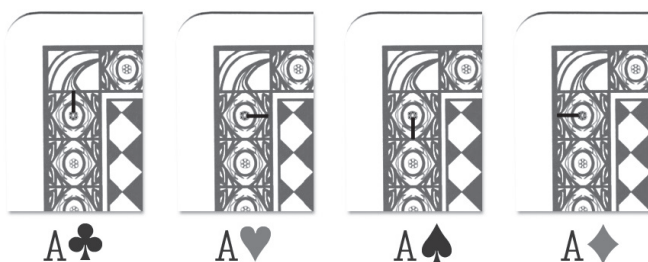
69. THE FIRST SECRET OF THE DECK

Props Needed: Your Psychic Deck

Put the extra joke cards (3-1/2 of diamonds and 52 on 1 card) to one side for a moment and let's look at the cards themselves. As we've said they are tricked in two distinct ways. The first big secret of your Fantasma Psychic deck is that it has been marked on the back so that you can tell one card from another simply by looking at the back of the cards! You can literally look at the back of a card and instantly know which card it is! Pretty cool indeed!

1. Take out the four aces from your deck and lay them in a row, face down, in the order clubs, hearts, spades and diamonds from left to right.
 2. Look at the back design on the left side of the club. Notice how the little flower in the top diamond has been inked in. This indicates that the card is an ace! Also note that there is an extra line going from the flower upwards to the top of the diamond. This indicates that the card is a club! Now look at the heart. The flower is filled in again showing you that it is an ace but this time the extra line runs to the right hand side of the diamond showing it to be a heart. The extra line on the spade runs to the bottom of the diamond and for the diamond suit the line runs to the left side. The suits are always marked in this manner.
 3. For twos the second flower down is filled in, for threes the third flower and so on right down the thirteenth flower which would indicate a king. It is easy to know where the 7th and 8th cards are marked because the main center design on the card points directly in between these two positions.
 4. So if a card is marked below the center of the card, you won't have to start counting from the top. Just count from the 8th card to save time.
- Finally, it doesn't matter which way up your cards happen to be as they have been marked at both ends!

Take a little time with your deck before moving on so that you can look at a card and know immediately which one it is. We suggest shuffling the deck and running through the cards a few times calling them out before turning them over. After just a little while you'll be able to do it almost without thinking!



70. THE SECOND SECRET OF THE DECK

Props Needed: Your Psychic Deck

You can examine the cards and it will look like a normal deck of cards (apart from the

secret marks of course) under even careful examination but it is not just a marked deck of cards. How so? Well the deck is slightly narrower at one end! Try taking a card in the middle and turning it around, then square up the cards. Now run your fingers and thumb along the long sides of the deck.



The turned around card will pop out

just like magic! If the card doesn't pop out, try running your fingers and thumb in the opposite direction to get the card. To make your job even easier look at the center design of the card. You'll see that one little square on the center design has been filled in. This shows the tapered end of the deck. You can always visually check that that your cards are correctly aligned as you do each effect! So you have two distinct ways to create amazing magic using just one deck of very special cards! Now let's look at some great magic you can do with your deck! First let's look at how the marks on the cards can create some incredible magic for you!

71. IS THIS YOUR CARD?

Props Needed: Your Psychic Deck

The very easiest way to use the deck is simply to find a chosen card. Although very basic in appearance your clean handling of the deck will convince the helpers that you must have fantastic skill! Have a card chosen and, as your helper looks at it, you sight which card it is! You then say, "Most magicians won't let you near the deck but I'm going to let you shuffle your card back into the deck yourself!" Let them shuffle cards as much as they like then take the deck back from them. Run through the cards and say, "I'm not sure why but this one looks good to me!" Pull out their card and watch their jaws drop!

72. EXTRAORDINARY EYESIGHT

Props Needed: Your Psychic Deck

Have a card chosen by your helper and ask them to cover it with their hand. Before they cover it make sure that you have read the secret markings on the back so that you know which card it is! Claim to have the most amazing eyesight in the world and offer to prove it to them. Very quickly run through the cards pretending to note each and every one. The faster you do this the more impressive your trick will be. Finally close up the deck and announce, "We all know that one card is missing from the deck but I bet you I'm the only person in the Universe who, with one quick look, could tell you the name of the card!" Tell them the card and they'll be convinced that you have the eyes of an eagle!

73. THE STAB

Props Needed: Your Psychic Deck

This is a very dramatic revelation of a chosen card! Have a card chosen and remembered and returned to the deck. As it is returned you note the card from the secret markings. Now let them shuffle the cards and spread them out all over the table. As they spread them out look

for their card and when you see it keep track of it as you move cards around. Don't worry, if you don't see it straight away just keep moving cards around saying that you are mixing them up even more! Now hold out one finger and say, "With a single stab I'm going to find your card. It doesn't always work but I'm feeling lucky today!" Stab your finger down on the card and turn it over!

74. CALL ME CRAZY

Props Needed: Your Psychic Deck

As per usual have a card selected, remembered and shuffled back into the deck by your helper. During this process you have, of course, noted what their card is! Hold the cards in your left hand and start to turn them face up one at a time onto the table. When you see that their card is on top of the deck say, "Call me crazy but the next card I turn will be yours!" Pause for a moment then turn their card to show that you are not quite as crazy as they might think!

75. I REALLY MUST BE CRAZY

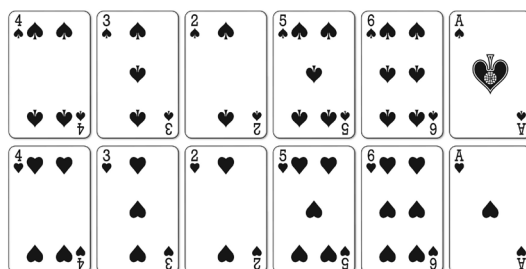
Props Needed: Your Psychic Deck

Instead of turning their card up it's fun to just deal it onto the pile and then turn a few more cards over before you make the claim that the next card will be theirs. They've seen their card already dealt out so they'll think that you've messed up the trick! Their smiles will turn to astonishment when you reach into the dealt cards and turn the chosen card face down. You can finish by saying, "I didn't say which card I was going to turn, did I?"

76. MULTIPLE MIND READING

Props Needed: Your Psychic Deck

You can take this a stage further by having three cards chosen. Get two put back into the deck and get your third helper to put their card in one of their pockets. Read the marks on all three cards and remember them! Slowly get the first two cards then say, "The third card is even harder because it is sitting in your pocket! I've got two right and now it's time for the tough one!" Of course it isn't any harder than the first two but your acting here convinces them that it must be! The presentation that you use is just as important as the trick! When you get the third card take a deep breath and say, "That was tough!"



77. MATCHING PAIRS

Props Needed: Your Psychic Deck

Take the ace to six of hearts from your deck and give them to your helper to mix them up. As they are doing this you remove the ace though six of spades from the deck and fan them out faces toward yourself. Ask them to put any one of their six cards face down on the table. Concentrate for a moment and secretly read the markings on the card they placed on the table to identify it. If you wish, you can shield your eyes with your hand as if concentrating hard but still get a good peek by looking under your fingers. Put the matching number card on top. Ask them to put another card face down next to the pair and, once more put the matching number card on top. Repeat this until you have six pairs of cards on the table. Say, "I'm not 100% sure but I've got a good feeling about this!" turn over the pairs to show a perfect match on every one!

78. LUCKY MATCHES

Props Needed: Your Psychic Deck

When doing the above effect they will sometimes put a perfect match down on your first card. If this does happen put the pair to one side and say, "We'll look at those later, I've got a good feeling about them!" Now carry on as before using your One-Ahead System. At the end turn the first pair and say, "An amazing match but it gets better folks!" Now, as before ask them to deal the rest of the cards (making your adjustment) in a line to show all perfect matches! Sometimes the second pair may be a perfect match as well! If so, put it to one side as well, saying something like, "This is feeling more than a little spooky folks!" before carrying on. Once in a while you'll get five perfect pairs and, when this happens, play it up as a total miracle!

79. RED AND BLACK

Props Needed: Your Psychic Deck

Have your helper shuffle the deck then ask them to put a black card and a red card face up, side by side, on the table. Make the crazy claim that you can feel, from the weight of the ink on them, whether a card is red or black and ask them to hold out one card face down to you. Lightly touch your fingers under the card and, having read the marks, announce which colour it is. Ask them to put it, still face down, onto the face up card of the colour you called. Say, "We'll see just how I did in a few moments!" Go through the whole deck calling the colours and having them put into the appropriate piles. When you've finished say, "It would be a mini-miracle if I'd just split the deck into exactly two halves but that's nowhere near as amazing as this!" Turn over the two piles to show that you have, uncannily, split the deck into twenty-six red and twenty-six black cards without any mistakes! You can always read about a dozen each of the colours and stop there if you wish. It is still just as effective!

80. ACES AWAY

Props Needed: Your Psychic Deck

A quicker version of the above plot line is to have a helper shuffle the cards and to deal through the cards, face down, one at a time to the table. As they come to an ace call out, "Stop! I have a weird feeling about that one, please put it to one side!" Keep going until they have gone through the deck and the four aces are off to one side. Then turn the aces over face up one at a time!

81. DNA EVIDENCE

Props Needed: Your Psychic Deck

The cards are shuffled then a card is selected and then returned to the deck. As the helper shuffles them up say, "When you looked at your card you also touched it. Not only that but you may have even breathed upon it! Do you know what that means? I'll tell you! It means that your card is covered with DNA evidence!" Take back the cards and make a big deal of touching them and, if feeling a little wild, even sniffing them. Before your friends think that you've gone totally crazy remove their card and show it as you say, "I learned everything I know from Sherlock Holmes!"

82. SNEAKY SNEAKY

Props Needed: Your Psychic Deck

1. This is a very cool way to use the marked cards! Shuffle the deck and put it down onto your table. As you do this note what the top card of the deck is. Ask your helper to think of any card in the deck but not to tell you what it is.
2. Turn your back to them and ask them to remove their card from the deck and to place it on top. Then ask them to cut the deck and complete the cut. Turn back to them and stress that you couldn't possibly know the card that they are thinking of. Actually you couldn't so, for once, you are not telling a lie!
3. Pick up the cards and run through them pretending to concentrate. While you don't know their card you know the card next to it (the top card you remembered)!
4. When you fan out the cards looking through them, their card will be the one to the left of the card you remembered! Since your back was turned when they cut their card into the deck there can be no thought of sneaky marks since you weren't even looking at the deck!

83. WE'LL BOTH BE PSYCHIC

Props Needed: Your Psychic Deck

1. Tell your helper that in the next experiment you are both going to share the psychic responsibility! Shuffle the cards and spread them out on the table face down.
2. As you do this note the top card of the deck (let's say it is the ace of hearts) and remember it. Ask them to pull the ace of hearts from the deck and put it to one side face down without looking at it.
3. Note which card they pull out (let's say it is the seven of spades) and ask them to pull that card (the seven of spades) from the deck and place it on top of the first one, once more without looking.
4. Once more note which card they took (let's say it is the four of clubs). Now say, "I think you did pretty well there, now it's my turn, I'm going to pull out the four of clubs from the deck!" What you actually do is put the ace of hearts on top of the other two! You may have noticed that this is a very subtle use of the One Ahead System in operation here magic pals!
5. Pick up the three cards and casually mix them in your hands as you say, "The ace of hearts, the seven of spades and the four of clubs! How well do you think we did?" Whatever they say, turn the cards to show that you have not only shared psychic duties but that you've both

done perfectly!

84. A PERFECT FLUKE

Props Needed: Your Psychic Deck

Every now and then during the above effect they will actually take the first card you ask them to. This is especially true if you don't leave it on top of the deck but have the first card you ask for somewhere near the center of the spread. If they do take the card ask them to put their hand on it and pick up the rest of the deck. Say, "I asked you to take the three of spades (or whatever you asked them to take) and you freely choose one card from the deck! Take a deep breath and turn it over!" Their reaction may well be a scream as this is a miracle!

85. PERFECT PLACEMENT

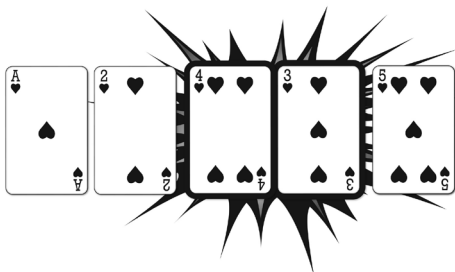
Props Needed: Your Psychic Deck

Have your helper lay out five cards in a row face down on your table. Carefully study the cards and say, "Not quite a perfect row but it's pretty close!" Now say to them, "I'm going to turn my back and I want you to change two cards around. I'm willing to bet that you can't make the row look exactly the same!" Turn your back and let them change two cards around. When they've done it turn back and say, "Not a bad try but these are the two you changed, they just weren't quite the same as before!" Of course you are using the secret marks to see which two were changed but they don't know that! You can repeat this over and over with them going berserk trying to position the cards correctly but three or four times is enough. After all you don't want them to get really mad!

86. CAN YOU DO WHAT I DO?

Props Needed: Your Psychic Deck

1. This is a killer effect where the spectator seems to do half the magic for you! Split the deck into two halves and give one half to your helper. Say that you are both going to do the same as each other. You both shuffle your halves then spread them out on the table.



2. Ask them to take a card from their half and to put it face down in front of you after they have remembered it. You now take a card from your half and look at it. Don't bother remembering it as it's not going to be in play at the end of the trick. Ask them to take your card and, without looking at it, to put it in among their cards. Meanwhile you take their card (note what it is from the marks) and put it into your half.

3. Once more you both shuffle. You look through your cards and put their chosen card face down in front of them. Ask them to remove a card from their half and to put it in front of you. Ask what their card was and, when they reply, turn it face up. Instruct them to ask you what card you chose and you, reading the marks on the random card they've pulled out, name the card that they've put before you! Turn it up and act astonished. You can say, "I know how I found your card but I've no idea how you found mine!"

87. IS THIS YOUR CARD?

Props Needed: Your Psychic Deck

The simplest way to use your deck is to find a chosen card after it has been shuffled into the other cards. Before starting, make sure that all the cards are aligned in the same direction. It's easy to check this by running your fingers and thumb loosely but firmly along the long edges of the cards. Any cards not aligned correctly will pop out! Begin by spreading out the cards between your hands and ask an audience member to choose any card they like. Ask them to remember the card and, perhaps, to show it to their friends. As they do this, close up the deck and turn it around in your hands. Do this casually so that nobody pays any attention to the action. Now spread out the cards again and ask them to replace their card anywhere they like. Close up the deck and shuffle it. If you are feeling a little brave you can even ask your audience member to shuffle the cards. They will agree that their card is lost in the deck. Now put the deck behind your back and run your fingers and thumb along the long edges of the deck. Their card will pop out into your hand! You bring it forwards, turn it face up and say, "I think I've got it! Is this your card?" They will be stunned at your astonishing card handling talents!

88. COLOUR SEPARATION EXTRAORDINAIRE

Props Needed: Your Psychic Deck

1. Let's take this one step further magic pals! Turn all the red cards around in the deck. Yes, that's right; turn all twenty-six red cards around! Once more do this prior to your performance.
2. Bring out the deck and claim that you not only have incredible finger skills but that your memory is equally sensational. Shuffle the cards and even let them have a shuffle or two if you wish. Now run through the deck looking at the faces of the cards. As you do this say, "You might not believe it but I'm actually memorizing the position of each and every card in the deck folks!" Close up the deck and square it.
3. Now say, "I think I've got them all and I'm prepared to prove it by separating all the reds from the blacks without looking! How long do you think it will take me? Don't forget it's not just my memory that is trained but also my fingers!"
4. Whatever they guess put the deck behind your back and strip all the reds from the blacks. You do have to be careful here so as not to leave any behind in the wrong half. A little practice time prior to show time will be very helpful here! Bring out the two halves of the deck, one in each hand. Spread them face up across your table as you say, "Whew! I think I got them all!"

89. USING SOME OF THE EXTRA CARDS

Props Needed: Your Psychic Deck

1. First turn the Seven of Diamonds around in your deck prior to the performance. Now ask your helper to shuffle the cards to make sure that they are all mixed up. Then take back the deck and give it a couple of cuts, "Just to make sure!" As you do the cuts strip out the Seven of Diamonds and make sure that it ends up on top of the deck. This is much easier to do than you may think and a short amount of practice time will have you doing it like an expert! Now let's turn this into a routine.
2. Put the Three and a Half of Diamonds face down inside your card case. Have the 52-on-1

card in your pocket. Do the actions of the cutting force we learned earlier in this book and when the “X” shape has been created bring out the 52-on-1 and place it face down on the table.

3. Say that it is a prediction card. Now lift off the upper half of the deck and get them to take the Seven of Diamonds. Say, “Just to make it really tough on me why don’t you divide the value of your card in half!” Ask them what their number and suit is. They will reply, “The Three and a Half of Diamonds!” You reply, “That’s a little tough, let’s look at my prediction!”

4. Turn over the 52-on-1 card and make a joke that, “Well all the cards are on here” Then ask them to open the card case and remove and check your awesome prediction!

90. ANY NUMBER

Props Needed: Your Psychic Deck

Have a card selected and, after turning the deck around, have the card replaced. Shuffle the cards and then, with a series of cuts, strip their card to the top of the deck. Turn the cards face out in your right hand in preparation for an overhand shuffle. Ask your helper if they have a favorite number between one and ten. When they give you the number casually overhand shuffle single cards from the deck until you have one less than the number they gave you. Throw the rest of the deck on top and square everything up. Put the deck on the table and make a magical gesture over it. Now get them to count down to their chosen number and there is their card!

91. STREAMLINED ANY NUMBER

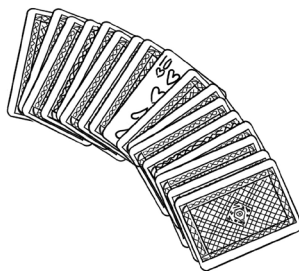
Props Needed: Your Psychic Deck

It is not commonly known but more often than not a spectator will give a number above five when asked for a number between one and ten. The most common number given is seven. Using this knowledge you can shuffle four cards to the top of the deck then ask them for a number. You then shuffle enough cards to make up the number. This subtle touch makes it much harder for them to work out just what you are doing!

92. REVERSO

Props Needed: Your Psychic Deck

Have a card chosen and returned to the deck in the opposite direction so it can be stripped out. Shuffle the cards and, if you wish, let them shuffle the cards as well. Now take the face down deck behind your back and claim that you will find the chosen card. As you say this, strip the chosen card out from the deck and turn it over. Then put it back, face up, into the center of the face down deck. Square the deck up and bring it to the front again. Say, “Having found your card I put it back into the deck for neatness sake!” This claim will be met with groans from your audience so you then say; “I didn’t think you’d believe me so I put it back in upside down!” Spread the cards across your table to show the chosen card reversed in the center of the deck!



93. SUPER REVERSO

Props Needed: Your Psychic Deck

You can, if you wish, make the Reverso effect even stronger by having three or four cards selected! Behind your back strip out all the chosen cards and turn them over. Put them back in various places in the deck before bringing it forward again. After your chat line about finding them and putting them back simply say, "I'm not sure if I got them all but I'm pretty sure that I did!" Widely spread the deck across your table to show all the selected cards face up!

94. LET'S GET TOGETHER

Props Needed: Your Psychic Deck

Effectively this is the same as the previous trick but with a slightly different finish. Instead of putting the selections face up in different positions in the deck, put them all together face up in the center of the face down deck. As you do this say, "I'm trying the impossible feat of trying to get all your cards together!" Bring the deck forward and place it face down on your table. Now say, "What do you think the chances are of my having succeeded?" Whatever they say spread out the cards to show that not only are all the chosen cards together but they are also face up in the face down deck! This is a very strong finish as the reversal of the cards comes as a real jaw-dropping surprise!

95. THE AMAZING PENETRATION

Props Needed: Your Psychic Deck

Once a chosen card has been returned to the deck and the cards have been shuffled you announce that you will do the amazing napkin effect! Give the spectator a table napkin and ask them to cover the deck and your hands. When they do this say, "Actually maybe it would be better if the cards were in full view!" As you bring out the deck strip their card from it and leave it under the napkin. Now put the deck on top of the napkin. Snap your fingers over the deck and claim that their card will penetrate to the bottom of the deck. Turn the deck over and it looks like you have failed. Look through the cards asking them to look for their card. They will, of course, fail to see it; it's vanished! Say, "It must have penetrated too far!" before lifting your napkin away, and turning the card face up to complete the Amazing Penetration!

96. THE ACROBATIC CARD

Props Needed: Your Psychic Deck

Have a card selected, returned to the deck and, after a series of shuffles and cuts ensure that their card is stripped out to the top of the deck. Stress that their card is lost somewhere in among all the others. Now hold the deck in your right hand with your fingers at the outer short edge and your thumb at the back. Using your left thumb sneakily push the top card over to the right for about half an inch. Because of the way you are holding the deck the pushed over card will remain hidden under your right hand! Now drop the deck straight down from about a foot above your table. As the deck hurtles downwards air pressure will cause the chosen

card to “magically” flip over and land face up on top of the face down deck!

97. CUTTING THE CARD

Props Needed: Your Psychic Deck

Another way of using the deck allows you to show super human skill at cutting to a chosen card. Turn a card around in your deck and put it onto your table. Now lightly grip the narrow end of the deck with you're your fingers on the outer long edge of the deck and your thumb on the inner long edge. Because the turned around card is slightly wider you'll find that, with a little practice, you can cut directly to that card! During performance you can have a card chosen, returned and shuffled into the deck. You can now claim that you tracked the card by eagle-eyed techniques known only to ninja masters! To prove this wild claim you cut directly to the chosen card. Nobody will want to play cards with you after this demonstration!

98. THE GREAT ESTIMATION

Props Needed: Your Psychic Deck

Turn around the seventeenth card from the top of the deck prior to your performance. Now ask a helper to name a number between ten and twenty claiming that you don't want a number too small or too big. The most commonly named number will be seventeen (don't ask us why it's just one of those things!) and if so you have a miracle! You can dead cut the number they've just named! If they name another number just say, "That's nice but my favourite number is seventeen. Let's see if I can cut right to it!" When the cut off cards are counted they'll be amazed at your skill.

99. ESTIMATION TWO

Props Needed: Your Psychic Deck

Rather than ignoring their number, if they don't say seventeen you can adjust the cards by use of overhand shuffles. For a lower number called shuffle the appropriate number of cards from the top to the bottom of the deck. For a higher number called shuffle the required cards from the bottom to the top of the deck. You'll only ever have to shuffle a few cards (in the fact the highest number you'd ever need to move is six cards but, most often, it will be no more than two or three) and this can be done very casually. By doing this you'll always be able to cut to the number that they name!

100. SENSITIVE FINGERS

Props Needed: Your Psychic Deck

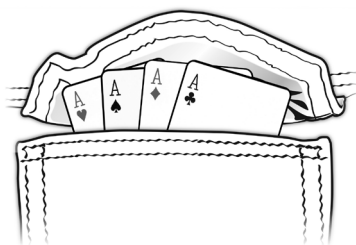
A great way to use your cards is to have a card chosen and shuffled back into the deck. Now put the deck into your pocket and say, "I am blessed with highly sensitive fingers folks! Because you touched the card when you took it, it will be slightly warmer than the others. Let's see if there is enough heat left on it for me to find it!" Reach into your pocket and strip out their card. Bring it out back towards them and say, "Yes, this one is definitely hotter than the others!" Get them to name their card then reveal that your super sensitive fingers have found it! You can also do this with a number of chosen cards bringing them out of your pocket one at a time for a very powerful magical routine!

101. OUT OF YOUR POCKET

Props Needed: Your Psychic Deck

A really strong way of doing the above routine is to put the cards into a helper's jacket pocket. For some reason this seems to lift the skill and difficulty level even higher! Of course you don't need to use chosen cards here. You could turn around the four aces in the deck prior to performance then ask the helper to shuffle the deck and to put it into their pocket. Say, "You've shuffled them and put them into your pocket. I didn't touch the cards at all! Check this out folks!"

Reach into their pocket and remove the aces one at a time. This is, without doubt, an incredible demonstration of skill for them!



102. DOUBLE POCKETS

Props Needed: Your Psychic Deck

This is a sensational effect that has been featured by many very skillful sleight-of-hand workers and now, thanks to your amazing cards, you'll be able to do it as well! Cut your deck into two halves and have two helpers each select a card one from one half and one from the other. Have the cards returned to their halves (turned around of course!) and ask each of them to shuffle their respective halves. Now put one half in your right hand pocket and one in your left hand pocket. Ask for the names of their cards. When they tell you the cards quickly reach into your pockets and strip out the chosen cards. Bring them out, back towards your helpers. Take a quick peek at them and say, "Are you sure you named the right cards?" When they agree that they did you say, "Well sometimes I fail but ..." turn the cards to face them, "... not today!"

103. THE GRAB

Props Needed: Your Psychic Deck

You can perform a version of the above yourself but with a different premise. After a card has been chosen, noted, and shuffled back into the deck you claim that you are sometimes able to snatch a card from any position in the deck. Hold the deck, narrow end upwards and with the backs of the cards towards them. Grip the deck with your fingers on one long side and your thumb on the other. Now with a quick up and down motion allow all the cards but the chosen one to fall from your hands. Finish by showing that you "snatched" their card from the deck. This is a delightful quickie! Don't forget that, after you pick up all your cards, you have to adjust them so that the narrow ends are all facing the same direction!

104. GRABBED IN MID-AIR

Props Needed: Your Psychic Deck

A great version of the Grab is to have two cards chosen and, once noted, shuffled into the

rest of the deck. Your action to produce the cards will be a little different from the Snatch and it's also going to create a bit of a mess but it is worth it! Strip, during a series of cuts, both cards to the top of the deck. Now casually shuffle one card to the bottom of the deck to leave one chosen card on top and one on the bottom. Hold the cards firmly between your thumb on top of the deck and your fingers below. Swing your hand up and outwards quite sharply. You'll find that the bulk of the deck slips out from between the top and bottom cards to leave you with just the chosen cards! The moment that the deck clears the chosen cards hit your hand against the deck scattering cards everywhere. It looks as though you've grabbed into the deck and managed to get just two cards! Now reveal that you've got the chosen cards and finish by saying, "Man, I'm good!"

105. THE GREAT BAG SWINDLE

Props Needed: Your Psychic Deck, a brown paper bag

1. For this effect, in addition to your cards, you'll need a brown paper bag from your local grocery store. Your ever-willing helper takes a card and, once they've remembered it, it is returned to the deck. Make sure that, using the techniques you'll learn from these instructions, it is turned around from the rest of the deck. In other words so that you can strip it out using the second secret of your deck!
2. Open up the bag and say that you are going to shuffle the deck in a most unique manner. Grip the deck by the long sides (thumb along one side and fingers along the other side) and put the deck into the bag.
3. As you bring your hand up to the top of the bag strip out their card and hold it inside the bag with your fingers on the inside and your thumb on the outside.
4. Make sure to hold the bag high enough so that your helper can't see the results of your cunning work! Now say, "Time for a real shuffle!" Shake the bag about obviously mixing up the cards (be careful not to drop the selection you are holding against the bag). Still holding the bag up show your other hand empty and reach in to the bag.
5. As you do this get hold of the chosen card and pretend to be feeling around inside. Finally pull out the chosen card proving that you can find a chosen card however shuffled up the deck is!

106. STRIPPED TRIUMPH

Props Needed: Your Psychic Deck

1. Among sleight-of-hand experts there is an effect (invented by Dai Vernon) called Triumph. You are now going to do the same effect but, thankfully, your deck will do all the work for you! A card is chosen and shuffled back into the deck.
2. Strip the card to the top of the deck and say, "I'm now going to shuffle the cards in a very unusual fashion, using the soon to be World famous Llama technique. When you see it you'll see why Llamas very rarely, if ever, play cards!"
3. Cut the cards in preparation for a riffle shuffle. Turn the bottom half of the deck face up but, as you do so, turn it around. Now shuffle the face up cards into the face down cards making sure that the original top card (the chosen card) falls last on top of everything.
4. Say, as you square up the cards, "What a mess!" Now claim that you will attempt to sort everything out without looking.
5. Put the cards behind your back and strip out all the face up cards (because you turned them around at the start they'll be ready for you!). Turn them over and put them to the bottom

of the deck so that all the cards are face down!

6. Finally take the top (chosen) card and reverse it in the center of the deck. Bring the deck forward and put it, face up, on your table. Say, "Whew, I think I got them all!" Spread the deck to show all the cards are face up except for one. Finish by turning the single face down card to reveal that it is the chosen card as you say, "Sometimes I get really lucky!"

107. CULLING THE CARDS

Props Needed: Your Psychic Deck

Have two cards selected and returned to the deck. Strip them to the top of the deck as you shuffle and cut the cards. Casually shuffle one card to the bottom of the deck so that you have one selection on top of the deck and one on the bottom. Put the cards into your pocket and, as you do so, casually look at the bottom card of the deck and remember it. Do this very casually so that they don't notice you doing it. Claim that you will not only find the cards but they can choose the order you are going to find them in. Ask which of them would like their card first. When they have decided, ask the helper what their card was. If they name the card you glimpsed you reach in and pull it out. If they name another card then reach in and pull out the top card of the deck, it will be their card! Having found the first card, say that you'll find the second card with no questions asked. Reach in and pull out the other card to complete another miracle!

108. CALLING ALL CARDS

Props Needed: Your Psychic Deck

With a little care and attention you can do the above effect with three chosen cards! Strip three chosen cards to the top of the deck and then casually shuffle one to the bottom. As you put the deck into your pocket note the bottom card as before but also push the top card over a little so that you can glimpse that as well. You can now bring forth the three cards in any order called. You already know two of them so they are easy to produce. If they name a card that you didn't see then you know that, that one must be the one second from the top of the deck! You can also get a glimpse on two by casually shuffling two cards to the bottom during the effect and then, as you put the deck into your pocket push over the bottom card a little so that you can see the one underneath it. Try both methods and see which one suits you best.

109. I'LL READ YOUR MIND

Props Needed: Your Psychic Deck

Some of the very best magic that you can do relies on a very simple method and a very strong presentation to really "sell" the effect. This is an example of just such an effect. Have a card selected and shuffled into the deck. Strip the card to the bottom of the deck and square up the cards. Say, "I don't need the cards for this effect I just need you to picture your card as strongly as you can in your mind!" As you say this put the deck into your pocket and as you do so casually get a glimpse of the bottom (chosen) card of the deck. Now don't just tell them what their card was. Instead really pretend to be reading their mind slowly getting the colour first, then the suit and finally, after great concentration, the value of the card. When you finally reveal the card act as if the "mental effort" has totally exhausted you! If you sell this well then they'll believe that you can really read minds and huge reputations have been built on less!

110. A WEIRD COINCIDENCE

Props Needed: Your Psychic Deck

Split your deck into two halves and give one to your helper. Ask them to take a card from their half and to remember it. Now ask them to push their card in amongst yours but make sure that it goes in turned around. As you shuffle your cards say, "Since you gave me a card it is only fair that I give one back to you!" Quickly strip the chosen card out and hand it to them. Ask for the name of their card and spread your half out onto the table. Their card isn't there! Show that you gave them back the very card that they gave you! Finish by saying, "Now that's weird, we must have a closer bonding than I thought!"

111. PERFECT PAIRS

Props Needed: Your Psychic Deck

Start with all the red cards turned around in your deck. Show the cards to be all mixed up and say that you will mix them up even more! Give the deck a couple of shuffles allowing your helper to shuffle as well if they wish. Now strip all the red cards from the black cards and put them on top of the deck. Say, "Now that's what I call a shuffled deck of cards! Only a totally insane person would attempt what I am about to do but, for you, I'm prepared to try!" Hold the deck in your right hand and your left hand, thumb on top and fingers below, quickly pulls out the top and bottom cards of the deck together and places them onto your table. Repeat this action with the whole deck until you have twenty-six pairs face down all over your working surface. Now say, "If I've judged everything correctly and the wind is in the right direction each and every pair from our shuffled deck should be one red card and one black card!" As each pile is turned and found to be correct their astonishment level at your skill will rise even further!

112. THE EYE SEES ALL

Props Needed: Your Psychic Deck, a piece of paper or card stock, a pen

Draw a picture of an eye on a piece of card. On the reverse of the card write, "The mysterious eye of Zanzibar sees the seven of diamonds!" Start with the Seven of Diamonds turned around in your deck. Shuffle the cards and then put them into your pocket. Now put your card, eye side up, on the table. Point out the eye to them and say, "The eye of mystery my friends, it can see into the future!" Say that you will bring out cards, one at a time, from your pocket and that anytime they feel an urge they can call out for you to stop. Stress that, they must call out for you to stop while your hand is still in your pocket. When they stop you simply strip the Seven of Diamonds from the deck and put it face up next to the eye. Say, "He knew that you would stop me there!" When they ask for proof of this simply turn over the eye to show that the eye's powers have succeeded again!



113. ANOTHER ACE MIRACLE

Props Needed: Your Psychic Deck

Before your show, remove the four aces from your deck and place them face down on your table making sure that the Ace of Spades is on top of the four-card packet. Now put ten ordinary cards on top of them. Finally put this whole fourteen-card packet on top of your deck turned around from the other cards. You are now set to go! Riffle shuffle the deck then strip your fourteen-card packet to the top of the deck. Say, "Despite the deck being shuffled and cut I think I've managed to put one of the aces into a very special place!" Spell one card for each letter of the Ace of Spades. Say the letters out loud as you deal the cards. Turn over the next card and there is the Ace of Spades, a pretty good trick all by itself! Now say, "He gets so proud of his ability to get into the right place that he often brings along his best friends as a fan club!" Turn the next three cards to reveal the other aces and bow to your applause!

114. THE ROYAL WEDDING

Props Needed: Your Psychic Deck

1. Start by having the four kings on top of your deck. Do this secretly so that nobody knows that they are there.
2. Now remove the four queens from your deck and say that these are all princesses looking to become proper queens by marrying a king! Mix the queens through the deck making sure that they are turned around. You can riffle shuffle the deck but do be sure to make sure that the kings stay on top. This is easily done by holding back a block of cards and letting it drop last during the shuffle.
3. Now strip the queens to the top. Remove the top eight cards and say, "We'll use these eight cards from our shuffled deck to represent great marriages!" Now, just as you did in the Perfect Pairs effect slip top and bottom cards together until you have four pairs of cards on your table.
4. Then say, "In a magical world these wouldn't just represent great marriages, they would be perfect, royal, marriages!" Turn each pile over to reveal that each queen has found a king!

115. THE HIN-DOO STRIP OUT

Props Needed: Your Psychic Deck

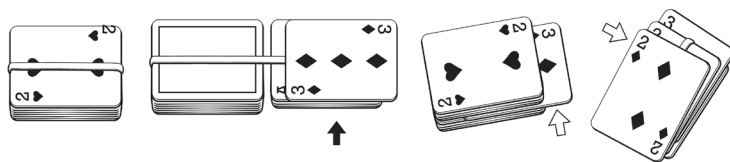
Stripping the cards to the top invisibly can be tough for some people but here's a simple method based on an old shuffle that, with practice, is absolutely invisible. A Hindoo Shuffle consists of holding the deck in your right hand from above at one narrow end. The left hand comes underneath and strips off small packets of cards onto its palm. This kind of shuffling is very commonly seen in Europe and throughout the Middle East. To use it along with your deck simply strip a few small packets from the top of the deck then strip the rest of the deck away from turned around cards and deposit your stripped away cards on top. This is a very casual and very disarming way of stripping your cards to the top!

AMAZING MAGIC WITH PLAYING CARDS

116. THE RISING CARD

Props Needed: An ordinary deck of cards and a rubber band

Here's how to make a card rise from the middle of the deck, as if by magic! Start by removing three cards from a deck of cards. Now, put a rubber band around the deck, from top to bottom (not around the middle- the rubber band should be around the long ends of the deck). Now, you are going to divide the deck in half and open both ends of the deck outward so the rubber band is stretched between the two halves of the deck. Place one of the three cards you previously removed against one half of the deck (and the rubber band) then close the other half on top of it. Hold this very tightly or the rubber band will just pop the card right out! Now, place the two leftover cards on either side of the deck to hide the rubber band. It will look just like a regular deck! Now, place a clip at the top of the deck to hold everything together. During your show, unclip the deck and hold it tightly. Bring out the deck and show it to the audience. Now, wave your hand over the top of the deck and gently release the pressure on the deck. If you do it very carefully, the card will slowly rise out of the deck in an eerie manner!



117. POPS RIGHT OUT!

Props Needed: An ordinary deck of cards and a rubber band

Do all of the above but this time, put all four Aces in the center of the deck. Now, instead of having the card in the center rise eerily out of the deck, claim you will make all four Aces jump out of the deck! Release the pressure all at once and the Aces will fly out of the center of the deck!

118. THE KEY CARD LOCATION

Props Needed: An ordinary deck of cards

Shuffle your deck of cards and secretly remember the bottom card of the deck. This is known as a Key Card by professional magicians. Spread out your cards face down and have any card selected by your helper. Ask them to remember the card as you square up the deck. Ask them to put their card face down on top of the deck then say, "Of course it is a little easy for me to find it there so I'll lose it in the deck!" Give the deck a straight cut and complete the cut. A straight cut means lifting off about half the cards and placing them to one side then putting the remaining cards on top. Ask your helper if they would like to cut the deck as well. As long as they are straight cuts they can cut the deck as many times as they like! Now look through the deck and look for your key card. The chosen card will be the card directly to the right of the key card! Pretty cool huh? You can just produce the chosen card and they will be amazed!

119. YOU'VE BEEN PRINTED

Props Needed: An ordinary deck of cards

What makes great magic different to just ordinary tricks lies in the presentation of your show. So while it's OK just to find a chosen card it is so much better if there is a nice interesting story line for your helpers to enjoy. A great way to use a key card is to have the card chosen and 'lost' in the deck. Say, "Unless my detective powers are low I think I'll be able to find your card by looking for fingerprint or DNA evidence upon it. I may also use my amazing powers of smell but perhaps that little more information than was required!" Pretend to search through the cards carefully examining them (perhaps even sniffing one or two of them) before finally saying, "This one has you all over it!" as you reveal the correct card! Adding presentations like this will make you a much more fun magician to watch!

120. FINDING THOSE ACES

Props Needed: An ordinary deck of cards

Start with the four aces on top of the face down deck and hand it to a spectator. Ask them to deal cards one at a time into a pile onto the table and to stop whenever they like. Ask them to deal more than ten cards at least though to make it harder for you. Once they have stopped dealing ask them to pick up the dealt cards and to deal them into four piles one card at a time. When they have finished say, "I couldn't know how you would deal so how do you explain this?" Ask them to turn to top card of each pile and there, amazingly, are the four aces!

121. SNEAKY PILES

Props Needed: An ordinary deck of cards

Remove the four kings, four queens, four jacks and four aces from your deck. Lay out the four aces in a square and on top of each ace place a king. On top of the kings place a queen followed by a jack. Gather the piles together and turn them face down. Give your pile a few straight cuts as you say, "It is a little known fact that the picture cards really don't like each other. They hate being mixed together this way!" Deal out four new piles one card at a time. Now say, "In fact they hate it so much that they'll always try to end up together!" Turn your four piles face up to show that in one pile are the four aces, in the next the four kings and so on. A most magical un-mixing!

122. ANOTHER AWESOME ACE EFFECT

Props Needed: An ordinary deck of cards

Before your show remove the four aces from the deck and put them into your pocket. During your performance get a helper to shuffle the cards as much as they like. Take the deck from them and put it into your pocket on top of the aces already there. Reach into your pocket and pull out any card from the deck except an ace. Throw it face up onto your table and say, "Sometimes it takes me a few moments to warm up, give me one more chance!" Now reach in and remove the aces one at a time to create the picture of having incredible skill! You can finish by saying, "It helps to have eyes in your fingers!" Pulling out the wrong card first is important as it stresses the 'difficulty' of what you are doing!

123. OUT OF CARDS

Props Needed: An ordinary deck of cards, a permanent marker

For this brilliant effect you'll need to make up a special card. Using a permanent marker pen (like a Sharpie) write on one card 'You have just run out of cards!' Use a bold colour and a small value card (like the two of diamonds) so that the words stand out clearly. Put this card in the 21st position from the top of the deck and you are set to do a miracle! Ask your helper to cut off a small pile of cards from the deck. So long as they take less than twenty-one the trick will work so stress that they don't take too many cards or the effect will go on forever. Ask them to hold their cards behind their back so that you can't see how many they have taken. You now deal twenty-one cards onto your table one at a time into a pile. Don't count out loud but just be casual as if you needed some cards. Pick up your pile and deal one card face up onto the table. The helper then brings out one of their cards. Keep alternating with you then the spectator dealing. When the spectator runs out of cards your very next card will say 'You have just run out of cards!' So long as you follow the instructions the trick will work itself though the helper will give you credit for having uncanny skill!



124. THE REVERSAL

Props Needed: An ordinary deck of cards

Before your show secretly reverse the bottom card of the deck so that it is face up. Spread the cards to have one selected by a helper but be careful not to spread too far as you don't want them to see the face up card at the bottom! As they look at their card square up the deck and secretly turn it over. It will still look like you are holding a face down deck because of the reversed card! Take their card and push it somewhere into the middle of the deck keeping all the cards squared up. Now say, "I'm going to find your card behind my back!" Put the deck behind your back and simply turn over the bottom card (the one you reversed before) before bringing the deck out again. Put it face down on the table and say, "I found it and put it back again!" Of course they won't believe you so you say, "I thought you might think that so I turned it over!" Spread the cards to show their card reversed in the center for a powerful magical surprise!

125. SUPER REVERSAL

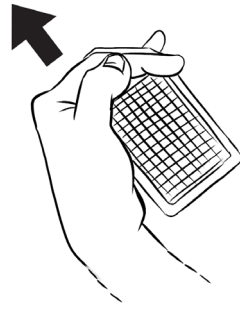
Props Needed: An ordinary deck of cards

Top professional magician Simon Lovell makes a big feature of this effect by having a number of cards selected! He'll often use ten to fifteen chosen cards but three should be enough for you. Do the effect exactly as above but this time replace all the chosen cards in different places. Square the cards up and say, "One card is tough but finding three would be a miracle!" After going behind your back and turning over the bottom card put the deck face down on the table and say, "Not only did I find them all but I put them back in face up in less than three seconds! If that's true then it is a new World record worthy of a standing ovation!" Spread the deck to show that you have done it and your applause will be sensational!

126. HOW TO THROW A PLAYING CARD

Props Needed: An ordinary deck of cards

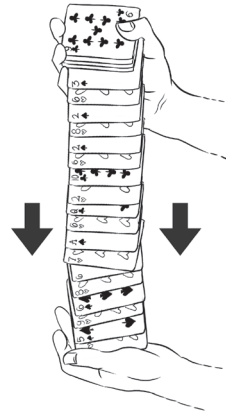
Take any ordinary playing card and grip it loosely between your index and middle fingers. Next, curl your fingers and hand inward toward yourself. Finally, quickly thrust your arm forward and straighten it, allowing the card to fly out from between your fingers. Congratulations! You have just thrown a playing card! With a little practice, you can throw cards so fast that you can actually get them to pierce styrofoam or even a piece of fruit!



127. THE WATERFALL

Props Needed: An ordinary deck of cards

The object of this is to drop the cards from your right hand into your left hand so they fall in one continuous stream of cards. It will take some practice but is not as difficult as you think! You're going to start with half of a deck of cards. Begin by holding the deck by the ends between your fingers and thumb and letting them bow backwards slightly toward your palm. Now hold your left hand about four inches (10cm) below your right hand and release the pressure on the cards so they spring out one at a time and land against the palm of your left hand, resting on your thumb. As you get better at this, you can increase the distance up to a foot (30cm)!



128. SPRING DECK

Props Needed: An ordinary deck of cards

This is similar to The Waterfall except that instead of using light pressure and gently releasing the cards into your left hand, you are going to increase the pressure and "shoot" the cards from your right hand to your left hand! Begin by setting up a half of a deck as you did in The Waterfall by holding it by the ends and allowing it to bow inward toward your palm. Now, squeeze your fingertips together as you allow the cards to slip out of them and they will shoot from your right hand to your left! Begin with a short distance between your hands (a few inches/cm should do it) and gradually increase the distance as you get better at catching the cards.

129. THE ONE-HANDED CUT

Props Needed: An ordinary deck of cards

Cutting a deck of cards isn't always an impressive feat but with this method- called The Charlier Pass- you can do it one-handed! Begin by holding a deck above your right palm using only your fingertips. Now, release about half of the deck with your thumb, by moving it upward and pressing it against the uppermost portion of the deck but loosening your grip

on the lower part. This will cause half of the deck to fall into your palm. Now, use your index finger to push that half of the deck upward against your thumb: this will make the deck look like a little “tent”. Next, allow the top of the deck to fall into your palm as you push what was the bottom of the deck on top of it with your thumb. Square the cards up and you’ve just performed a one-handed cut!

130. THE CARD SPREAD

Props Needed: An ordinary deck of cards

First note: it is best not to try to do this on a smooth surface as the cards will slide and not spread evenly. Hold the deck with your thumb on one side and your middle finger on the other. Your index finger will be on top of the deck. On a tablecloth or a card mat, spread the cards in one fast motion while pushing down on the top of the deck with your index finger. Practice this until the cards spread smoothly in a straight line across the table. Now, turn over the card on the bottom of the opposite end and press down on it: the rest of the cards will also turn over in order and the entire deck will flip face-up!

131. A PAIR OF SWINGERS

Props Needed: An ordinary deck of cards

Begin by preparing the deck this way: pick two cards of different suits but the same colour, such as the Five of Spades and the Four of Clubs. These are the cards you are going to first show the audience. Next, find the “opposites” of the cards: the Five of Clubs, and the Four of Spades. These are the cards you will fool your audience with. Put the “opposite” cards at the top and bottom of the deck - Five of Clubs on top, Four of Spades on bottom. Place the Five of Spades and the Four of Clubs on top of the deck. Begin by dealing the two top cards off the top of the deck face down and let the audience look at them. Next, let them insert the cards back into the deck anywhere they want. Now, grip the deck in your hand with your fingers on top of the deck and your thumb on the bottom. Swing the deck back and forth a few times and allow all the other cards to fly out from between the top and bottom cards. IMMEDIATELY hold those cards up for all to see. Although they picked the Five of Spades and the Four of Clubs, they will never realize that those aren’t the cards you are showing them (really- it’s very rare that anyone notices) and will think you separated their cards from the deck!

132. THE 10/20 FORCE

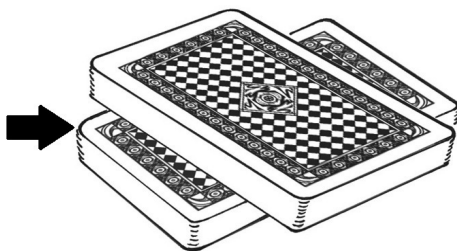
Props Needed: An ordinary deck of cards

Before your show, put the card you wish to force 9th from the top of the deck. Now ask a spectator to name a number between 10 and 20. Ask them to hold the deck and to count one card at a time into a pile on the table until they have dealt the number they named. Then ask them to add the two digits of their number together (so if they named 16 they would add 1 and 6 to get 7). Ask them to deal down to that new number using the dealt off pile of cards on the table. After they have done that, tell them now that they have discarded these cards to the table, the very next card in their hand will be their card! This of course, will be your force card!

133. THE CRISS CROSS FORCE

Props Needed: An ordinary deck of cards

This is a simple card force that you can do with a normal deck of playing cards. Before your show, place the card you want to force on top of the deck of cards. When you are ready to perform the trick, ask your helper to cut the top half of the deck to one side. Pick up the lower portion of the deck and put it crossways on the cut off cards (in an "X" shape). Now lift off the top portion and ask them to take the top card of the lower portion. This is the force card!



134. THE COUNTDOWN FORCE

Props Needed: An ordinary deck of cards

Now here's another way to do it! Before your show, put the card you wish to force on the top of the deck. Ask a spectator to choose any number between one and ten. Let's imagine they say, "eight". Say to them, "here's what I want you to do. Count eight cards down into the deck like this: one, two, three, four, five, six, seven, eight." As you do this, take one card off the top of the deck for each number you count and place them on the table in a small pile. Now pick the pile up and place it back on top of the deck. What you've just done is put the top card eight cards down in the deck! Now ask your helper to do exactly what you just did. They will count eight cards down and the top card will be the force card!

135. MIRACLE STOP

Props Needed: An ordinary deck of cards

Deal out 21 cards face up in three columns of seven cards each, by dealing three across, and then three across again, until each column has seven cards in them. Ask a helper to think of any one of the cards and to point out which column it is in. Square up the columns and put them together making sure that the column with the selected card in it goes in between the other two. Deal out three new columns and ask again which column has the selected card. Gather up the columns again making sure that, once more, the cards with the chosen one in go into the center of the assembled piles. Repeat this once more by dealing out three new columns and once more making sure that the cards with the chosen one in go in the center of the other two packets. Now turn the packet face down and spell the words "Miracle Stop," removing one card for each letter. When you turn over the letter 'p' it will be the chosen card!

136. SPELLING BEE

Props Needed: An ordinary deck of cards

Before your show, take out Ace through 10 of any suit and arrange them in this order (from top to bottom, all facing down): the 3 on the top of the packet, next a 5, next an Ace, then 8, followed by a 10, then 2, 4, 6, 7 and the last card 9. When you are ready to perform, take

one card from the top of the packet, as you say “A”, then place this card on the bottom of the packet keeping it face down. Then take the next card from the top of the packet and place it on the bottom, as you say “C.” Then take the next card from the top and turn it over face up as you say “E, and that spells Ace.” An Ace will show. Place this Ace on the table. Take the next card from the top of the packet as you say, “T” and place it on the bottom of the packet. Then take the next card from the top as you say “W,” and place that card on the bottom of the packet and finally turn the next card from the top over as you say, “O.” Now a two will show. Put it on the table and continue counting. Do the same for the numbers three, four, five, and so on until you get to ten which will be the last card in your hand. Turn it face up as you say, “Ten!”

137. PROFESSIONAL SPELLER

Props Needed: An ordinary deck of cards

Before your show, put your special spelling packet in reverse order from the previous effect: so in this version, the top face down card will be a 9 and the bottom card in this special packet will be a 3. Place this whole packet face down on top of the deck. After the special packet of cards is set and you have memorized the bottom “key” card you are ready to perform this very cool trick. During the show, take out the deck of cards and ask one of your helpers to cut the deck. Then take back the cards and look through the faces for the key card. Immediately under the key card will be the “nine” of your special packet. Split the deck at this point and put the key card and everything above it under the other packet. So you should now have a deck of cards with the key card back on the bottom of the deck and your special packet, still in order on top of the deck. Count off ten cards from the top of the deck face-down to the table. Now pick up the packet and perform the trick as you did before.

138. ROYAL SPELLING BEE

Props Needed: An ordinary deck of cards

There will be three picture cards in this version to be spelled after the ten. They are the J-A-C-K, the Q-U-E-E-N and at the very end you’ll turn over the King! Here is the order from top to bottom: 3, 8, 7, A, Q, 6, 4, 2, J, K, 10, 9, and 5 on the bottom of the face-down packet. Perform this trick the same way you did the previous version, except for one very important twist: you must now spell the value of the card using one card for each letter and then after it has been spelled, you will turn over the very next card to show that it has been spelled correctly.

139. SPELLBOUND

Props Needed: An ordinary deck of cards

Let’s use the key card for a different kind of spelling effect. Have a card chosen and ‘lost’ in the center of the deck. Now look through the deck pretending to be looking for their card. As soon as you see your key card you know what their card is. Don’t say anything but keep sliding the cards over and as you do so, silently spell each card past the chosen one as the card. For example, if the card is the Ace of Clubs, the card behind it (actually your key card) is spelled as A, the next one as C, the next as E until you reach the “S” in clubs. Cut the deck at that point and complete the cut. Ask them to deal cards spelling one letter of their card for each card dealt. They incredibly spell to their card!

140. SPELLDOWN

Props Needed: An ordinary deck of cards

Before your show, put nine cards to one side. Then, on top of the deck, put the following cards in this order face down (from top to bottom): Two Of Clubs, Six Of Hearts, Four Of Spades, Eight Of Hearts, Jack Of Diamonds and the Eight Of Diamonds. Place the nine cards you put to one side on top of this set up and you are ready to go. Say to a friend, "I'm going to take some random cards from the deck." As you say this casually remove nine cards and put them to one side. Now take the next six cards (your set cards) and spread them out in a fan to show your friend. Ask them to think of any one of the cards. After he has done that, replace them on the deck. Finally put the nine cards on top of all. Ask them to name their card. Spell their card with one card for each letter. It doesn't matter which one they thought of, the final card will always be theirs!

141. THE SECRET PEEK

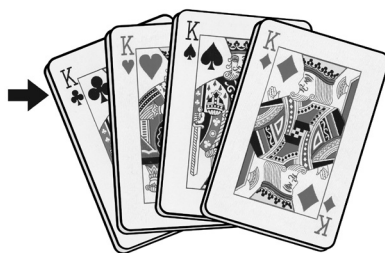
Props Needed: An ordinary deck of cards

You can tell your audience you have eyes in your fingers! To prove it, you are going to deal the cards off of the top of a deck, face-down, instructing your audience to tell you when to stop. Once they've had you stop on a card, hold the card up, face forward with the back of the card to you. Grip the card by the long ends (i.e. the top and the bottom) with your right hand. Now with your left hand, press your left index finger into the center of the card. This move will bend the card in toward you slightly and you will be able to see the bottom-left corner of the front of the playing card! Simply say the name of the card and your friends will believe you can really see with your fingers!

142. THE KINGS' DOUBLES

Props Needed: An ordinary deck of cards

Begin by taking all of the Jacks and Kings out of an ordinary deck of cards. You are going to then do this: pile all of the Jacks on top of your right hand then place a King on top of them. Next, place the last three Kings on top of the first King but in a fan formation. During your show, hold the Jacks and Kings as explained above- it will appear to your audience that you are only holding four Kings. Next, square the cards up and place them face-down on top of the deck.



One by one, take all four of the Jacks (which will be the first four cards on top of the deck) and push them at random intervals into the deck. Make sure you do this with all the cards facing down! Snap your fingers and turn the top four cards over, revealing that the Kings have jumped back to the top of the deck! You can now spread the deck and show there are no Kings in the deck other than the ones you removed from the top!

143. THE KINGS' DOUBLES 2

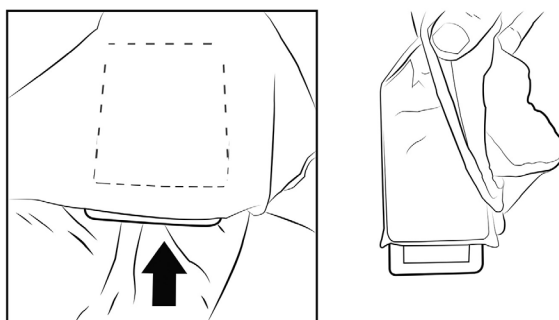
Props Needed: An ordinary deck of cards

Here's a much simpler version of the above trick for beginning magicians. Remove all four Kings from a matching deck of cards. Now, place all eight Kings (four from the matching deck and four from the deck you are using) on top of the deck. During your show, remove the first four Kings and fan them to show your audience. One by one, push them into the deck. Snap your fingers over the deck and remove the second set of four Kings to show that they have jumped back to the top of the deck! Now, take all four Kings and put them in your pocket. Make another magical pass over the deck and say the Kings have returned to the deck. Spread the deck, face-up, to show the Kings are indeed back in the deck!

144. CARD THROUGH HANDKERCHIEF

Props Needed: An ordinary deck of cards

Have a spectator choose a card and place their chosen card back on top of the deck. Next, with the deck in your left hand, cover the deck with a handkerchief. Reach underneath and remove the entire deck from your hand leaving the top card (the chosen card) in your left hand. Place the deck on top of the handkerchief in your left hand, directly over the top card hidden underneath it. Now, fold the part of the handkerchief closest to you forward and over the deck. You will be able to see the edge of the hidden card facing you. Now, fold the rest of the handkerchief down and around both the deck and the hidden card. You will see that the deck is completely enclosed in the handkerchief but that the chosen card is able to come out of the bottom of the handkerchief! Pick the handkerchief up from the top, allowing the deck to hang beneath it. The chosen card will stay inside the folds! Reach up into the folds and slowly pull the chosen card out. Now, hand the handkerchief and deck out for examination so your spectators can see that the deck really is wrapped in the handkerchief!



145. ONE WAY OR ANOTHER

Props Needed: An ordinary deck of cards

Some decks of cards have a "one way" back: in other words, they have one picture rather than a symmetrical design. Begin by making sure all of the backs are facing in the same direction. During your show, spread the cards face-down and have a spectator choose a

card. Square the deck up then turn it around so the opposite end is facing the spectator and have them put their card back. Now, spread the deck with the backs facing you and you will immediately be able to tell which card is the chosen card: it's the card that's upside-down!

146. POINTS SYSTEM

Props Needed: An ordinary deck of cards

If you look through your deck, you will see that certain cards are "pointers": take for example the Seven of Spades- it has seven pips and five of them point in the same direction. The aces are pointers as well as the threes, fives, sixes, eights and nines. Take all of the "pointers" and arrange them so they point in the same direction then put this packet of "pointers" in the center of the deck. During your show, spread the deck so that one of these pointers from the middle of the deck will be chosen. While the spectator is memorizing their card, square the cards up and flip the deck around. Have them return their card to the center of the deck. Spread the cards so that the faces are facing you. You can easily tell which card is the chosen card because the "pointers" will be pointing in the wrong direction!

147. PENCIL MARKS THE SPOT

Props Needed: An ordinary deck of cards, A pencil

Using a pencil, draw a thin line on one end of the deck. During your show, spread the cards and have a spectator choose one. While he's looking at his choice, square up the cards and spin the deck around. Have your spectator put his card back into the deck anywhere he chooses. Now, to find his card, all you have to do is look for the pencil mark on the opposite (blank) side of the deck!

148. WELL-SUITED

Props Needed: An ordinary deck of cards

Another way to find a chosen card is to take all of the cards of one suit (let's say The Hearts, for example) and put them together in the center of the deck. During your show, have a spectator choose a card from the ends of the deck (NOT the center!) and then replace it in the center of the deck. A quick spread of the cards will reveal the chosen card: it's the only card that isn't a heart!

149. THE BENT CORNER

Props Needed: An ordinary deck of cards

In this trick, the magician fans the pack and holds the cards with the faces toward the spectator, inviting him to touch one of the cards. As soon as the spectator does so, the magician's left thumb, which is hidden behind the pack, bends the corner of the selected card upwards. After the pack has been shuffled, a glance at the corner of the pack reveals the position of the chosen card!

150. THE X-RAY FILES

Props Needed: An ordinary deck of cards

The magician takes a pack of cards from the case and holds the case behind his back while inviting anyone to insert a card, face down, in the case. He closes the flap of the case so that the card will be entirely concealed. The magician then holds the card case to his forehead and instantly names the card that is in the case, although no one has seen it! Before your show, cut a small hole in the lower right corner of the back of the card case. Hold the case back downwards with your thumb always covering the tiny opening. When you raise the case to your forehead, simply move your thumb aside and catch a glimpse of the corner of the card inside the case!

151. THE COLOUR-CHANGING DECK

Props Needed: An ordinary deck of cards

Separate the red cards from the black and arrange the two portions very carefully, so that every other card is red and every other card black. Push the two sections together but stop before the ends are flush. Put the joker on the bottom of the pack. The result is this: When one end of the pack is riffled, only red cards will be seen. In transferring the cards from one hand to the other, they are turned around and when the other end is riffled, only black cards will appear. Finally, use your fingers push the two sections flush together; so when the cards are riffled the third time, both colours will be seen. You can even hand the deck out for examination!

152. THE ODDS OF EVEN

Props Needed: An ordinary deck of cards

A pack of cards is divided into two halves. A spectator selects a card from one half and places it in the other half which is shuffled. The magician looks through the half of the pack and immediately discovers the chosen card! In one half of the pack are all the odd cards—ace, three, five, seven, nine, jack, and king. The other half contains the even cards. No one will notice this. When a card is placed from one section to the other, the magician can immediately discover it when he looks through that portion of the pack.

153. EVEN MORE ODD

Props Needed: An ordinary deck of cards

A spectator deals himself a small packet of cards and the magician also deals himself a small packet. "Count your cards," says the magician. "If your total is odd, my cards will make it even. If your total is even, mine will make it odd." The person counts his cards and the magician adds his packet. The spectator's total is immediately changed from odd to even, or from even to odd as the magician predicted! Simply deal yourself an odd number of cards and the trick is sure to work. Odd plus odd will produce even while even plus odd will be odd. Thus you are sure to change his total!

154. THE LADY VANISHES

Props Needed: An ordinary deck of cards

Before your show, put a small piece of double-stick tape on the top card of your deck. During your show, remove all four queens from the deck and have a spectator select a queen, then place it on top of the deck. The card will stick to the tape creating a double card. Cut the cards, then deal the cards face-up on the table asking the spectator to stop you when he sees his card. When you reach the end of the deck, they will find the selected queen has vanished!

155. THE LADY RETURNS

Props Needed: An ordinary deck of cards

If you remove all four queens from an identical deck of cards and place them in your shirt pocket (in an order you will remember) then you can produce the vanished queen from your pocket after performing The Lady Vanishes! All you have to do is reach into your pocket and count through the four cards until you reach the match for the queen the spectator has chosen.

156. SCANNER

Props Needed: An ordinary deck of cards

Start with the four aces on top of the face down deck and hand it to a spectator. Ask them to deal cards one at a time into a pile onto the table and to stop whenever they like. Ask them to deal more than ten cards at least though to make it harder for you. Once they have stopped dealing ask them to pick up the dealt cards and to deal them into four piles one card at a time. When they have finished say, "I couldn't know how you would deal so how do you explain this?" Ask them to turn to top card of each pile and there, amazingly, are the four aces!

157. REPLICAS

Props Needed: An ordinary deck of cards

Remove the four Kings, four Queens, four Jacks and four Aces from your deck. Lay out the four Aces in a square and on top of each ace place a King. On top of the kings place a Queen followed by a Jack. Gather the piles together and turn them face down. Give your pile a few straight cuts then deal out four new piles one card at a time. Now turn your four piles face-up to show that in one pile are the four Aces, in the next the four Kings and so on!

158. YOU ARE IN MY VISION

Props Needed: An ordinary deck of cards

Force a card on a spectator. Tell them you can see the selected card in their eyes. Gaze into their eyes for a few seconds, then reveal the name of the selected card.

159. PROPHECY

Props Needed: An ordinary deck of cards

Before you force your card, write the card you plan to force on a piece of paper as a

“prediction” and fold it up. Place the prediction on the table, then force the card on the spectator. Have them open the paper to reveal your prediction.

160. LETTERS

Props Needed: An ordinary deck of cards

Write the force card down on a piece of paper and seal it inside an envelope. Give the envelope to a spectator to hold, then force your card on a different spectator. Once the force card is “chosen”, have them tear open the envelope revealing that your prediction is correct!

161. FACE TO FACE

Props Needed: Two ordinary decks of cards

For this effect, you will need a second deck of cards. On the first deck, set up your force. For the second deck, reverse the card that matches your force card so it is the only face up card in the middle of the deck. Force the matching card with the first deck and have it replaced. Hand the second deck to a spectator and have them spread the deck across the table, showing that their card is face-up!

162. RESURRECTION

Props Needed: An ordinary deck of cards

Have the spectator select the force card and return it to the deck in the exact spot you need it to be to force it again. Tell the spectator to choose a different card and force the selected card again. Continue this a few times for a great laugh!

163. A GAME CALLED ECHO

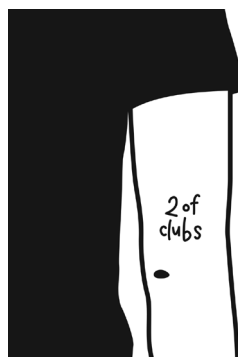
Props Needed: An ordinary deck of cards

Have a spectator select the force card and replace it in the deck in the exact spot where you need it to be to force it again. Force the same card on several other spectators making sure the spectators never see each other's card. Have them all say their card simultaneously on the count of three. They will be astonished when they all name the same card!

164. GLITTER AND ASH

Props Needed: An ordinary deck of cards, soap

Write the name of the force card on your forearm with a piece of soap. Force the card from the deck and have the spectator write the card down on a piece of paper and burn it in an ashtray (younger magicians should have an adult burn the paper for them). Rub the ashes across your forearm and the name of the selected card will appear mysteriously on your arm, written in ashes!



165. GLITTER AND ASH 2

Props Needed: An ordinary deck of cards, a white crayon, paper

If you don't want an arm covered in ashes for the rest of your show, write the name of the forced card on a piece of paper with a white crayon. Force the chosen card and have the selection written down and burned as above. Rub the ashes on the paper and the selected card will appear!

166. ABSOLUTION

Props Needed: An ordinary deck of cards

For this trick, you will need 5 notes (or one pound notes). On the back of the first note write, "your". On the back of the next write, "chosen". The next, "card", the next, "is" and finally, on the back of the last note, write the name of the force card. Have the force card selected and replaced then bet your spectator five dollars you can find their card. Pretend to find the wrong card a few times, each time giving the spectator one of the notes for your failure. Once all five notes are dealt down, have them turn the notes over to reveal their selected card!

167. THE ICEMAN COMES

Props Needed: An ordinary deck of cards

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

168. THE TICK TOCK MAN

Props Needed: An ordinary deck of cards

Fold up a duplicate to your force card and place it underneath your wrist watch. Have the force card selected and returned to the deck. Tell the spectator to "watch" you find his card. Remove your watch and allow the force card to drop out. Allow the spectator to unfold it and discover his selected card!

169. THE FALL

Props Needed: An ordinary deck of cards

Have a card selected and replaced to the top. Shuffle the deck, making sure that the top card always stays on the top of the deck. Slide the top card to the side so it hangs over the edge of the deck about an inch and drop the cards on the table from about a foot above. The top card will flip over face up, due to the air current as it is falling and reveal the chosen card!

170. CHECK IT

Props Needed: An ordinary deck of cards

Have a card selected and returned to the top. Again, shuffle the cards, being sure to keep the top card on top of the deck. Place the deck in a spectator's shirt pocket. Have them name a number between 1 and 20. Reach into their pocket and start removing cards one at a time

from the bottom of the deck. When you get to their selected number, reach in their pocket and remove the force card from the top of the deck. It will appear that they counted down through the deck to their chosen card!

171. THE DOUBLE LIFT

Props Needed: An ordinary deck of cards

Now let's learn how to lift the top two cards off the pack as one. Begin by placing two cards on top of the deck: let's use the Ten of Clubs and the Seven of Diamonds. The Ten of Clubs will be the actual top card and the Seven of Diamonds will be the card you show as the top card. You must now lift the top two cards as if they were one card and show the Seven of Diamonds as being the top card. A good way to do this is to slightly nudge the top two cards over slightly with your thumb. You can then easily grab them from the opposite side of the deck where they will slightly overhang.

172. CARD TO THE TOP

Props Needed: An ordinary deck of cards

Now that you know the double lift, here's how to do a cool trick with it. Do the double lift as described above, showing the second card as the top card and replace both cards to the top of the deck. Now, take the actual top card- without showing it- and push it into the center of the deck. Tap the top of the deck and turn over the top card- it will look as though the top card has reappeared on top of the deck!

173. CH-CH-CH-CHANGES

Props Needed: An ordinary deck of cards

Carefully double lift the top two cards as one and show the face of the bottom card. Place the two cards as one back on top of the deck. Tap the deck and turn over the top card. It will appear to have changed into another card!

174. CARDIS

Props Needed: An ordinary deck of cards

Double lift the top two cards as one and show the face of the bottom card. Place the two cards as one back on top of the deck. Slide the top card off the deck and place it in your pocket. They will think it is the same card you showed them. Snap your fingers and turn over the top card - it has magically traveled back to the deck!

175. BAIT AND SWITCH

Props Needed: An ordinary deck of cards

Perform a double lift displaying the top two cards as one and show them to the spectator. Place the cards back on top of the deck then reach into your pocket for a paperclip. Slide the top card over and clip the paperclip onto it. Place this card and the second one in the deck (the card the spectator actually saw) on the table. Move the cards around as if trying to confuse the spectator and ask them to name the clipped card. They will, of course, name the

wrong card. Turn both cards over to show you have magically switched them!

176. TRIPLE LIFT

Props Needed: An ordinary deck of cards

Pick up three cards together as a triple lift. Show the top three cards as one and place them back on the deck. Slide the top card off the deck and move it to the bottom. Give the top of the deck a tap then pick up the top two cards as one and show the card has jumped to the top! Place the cards back on the deck as one and slide the top card off again, this time placing it in the middle of the deck. Tap the top of the deck again, then turn over the top card and show it has jumped to the top again!

177. CARD THROUGH TABLE

Props Needed: An ordinary deck of cards

Before your show, put a piece of double-stick tape on the top card. You will also need a duplicate of your force card in your pants pocket. Have a spectator cut the deck and place the cut half on top of the deck. Place the deck on the table and smack your hand down on top of it. Reach under the table and produce the selected card from your pants pocket. The card has apparently penetrated the table! Now you can spread the cards and show that their card is really no longer in the deck!

178. CONCENTRATION

Props Needed: An ordinary deck of cards

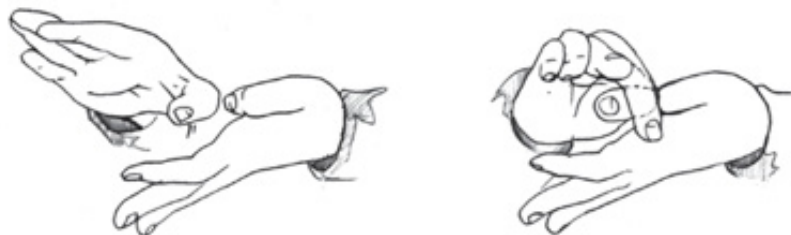
Have a card selected and replaced on the top of the deck. Shuffle the cards, being sure to keep the top card on top of the deck. Now, breathe on the top card of the deck and place the cards against your forehead. Concentrate on the cards for a moment and pull the deck away, leaving the selected card stuck to your forehead!

TRICKS WITH EVERYDAY OBJECTS

179. I BROKE MY THUMB

Props Needed: Your thumbs!

This classic piece of hand magic makes it appear like you break off your thumb and put it back on unharmed! Hold out your left hand with its palm towards you and the thumb on top. Now bend your left thumb in at the joint so that it points to you. Bend your right thumb and put



it next to your left thumb with your right first finger covering the line where the thumbs touch. Practice this so you can set the position without anybody seeing what you are doing! From the front it should look just like you have curled your right first finger over your left thumb! Now move your right hand to the right and it will look as though you have removed your thumb. Move it back it looks as though you have replaced it!

180. I BROKE MY FINGER

Props Needed: Your fingers!

1. Why stop at your thumb when you can also appear to break off a finger as well! This one will take little more practice to get the illusion just right but the effort is well worth it, as it looks so good! Bring your two hands together with the right first finger going under the left hand and the right second, third and little fingers going on top.
2. Underneath the left hand your right thumb pushes against the right first finger bending it to the right.
3. Two things now happen at once as the hands separate with a snappy motion. First you bend the left first finger inwards and secondly the right second, third and little fingers curl in a little to expose the bent right first finger. The illusion is so astonishing that you may even get a scream or two when you do this!

181. STRETCHING A FINGER

Props Needed: Your fingers!

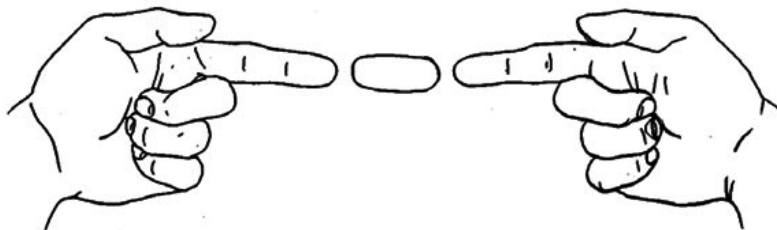
The start position is the same as if you were going to break off your finger (or at least appear to do so!). Instead of pulling your hands apart you place them with the left first finger on top of the right first finger with the left first fingertip hidden under the curled over right first finger. As you work into position grunt as little as you claim to be stretching your finger. When you are in position you can show that your left first finger looks impossibly long. The angles are quite critical for this to be totally convincing so do some practicing before a mirror to get them just right!



182. THE APPEARING HOT DOG

Props Needed: Someone else's fingers!

This optical illusion is always a nice one to throw in among your finger effects. Tell your helper that you will conjure up a hot dog in mid-air that only they will be able to see! Get them to

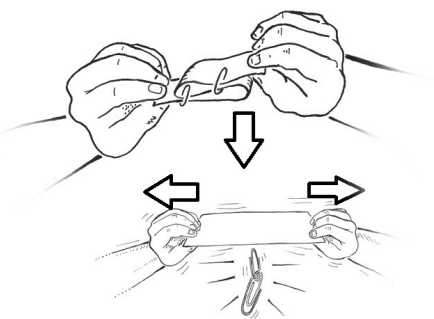


hold their hands out about a foot in front of their face and about a foot apart. Now have them point the first finger of each hand tip to tip towards each other as they slowly bring their fingers together and finally allow both tips to touch. Tell them to relax their eyes and try to look at something in the distance as the two fingers come towards each other and finally touch. If you try this yourself you'll see the optical illusion of a tiny hot dog floating between your fingertips!

183. THE LINKING PAPER CLIPS

Props Needed: Two paper clips and a note (or a note-sized piece of paper).

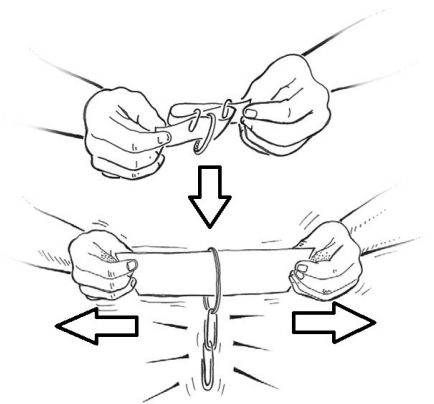
For this wild effect, you'll need two paper clips and a note. If you don't have a dollar you can use any currency or a piece of paper. Fold the note into an "S" shape and clip it together, with the open end of the dollar clipped to one side of the inside fold and the other end of the dollar clipped to one side of the other inside fold. Now pull the ends of the paper apart—the two paper clips will fly into the air and link together all by themselves!



184. SUPER LINKING!

Props Needed: two paper clips, a rubber band and a dollar note

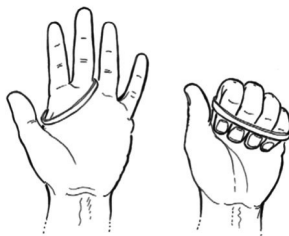
If you add a rubber band to the set-up as shown in the picture, you can create an even more amazing miracle. Clip one side of the dollar as you did before, but before you clip the other side, slip a rubber band onto the open end of the dollar and push it all the way to the folded end, then use the second clip as you did before. If everything is set as shown, take a deep breath and pull on the ends of the paper. The two paper clips will link together—and one of them will link onto the rubber band as well!



185. THE JUMPING RUBBER BAND

Props Needed: A rubber band.

Keep a few rubber bands in your magic hat pocket and you can do even more amazing magic! Put a rubber band over your first and second fingers. Make sure that your palm is facing you and the back of your hand is toward the audience. Curl your fingers down into a fist, but as you do, pull the rubber band out

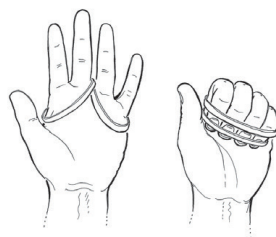


towards you and slip all of your fingers inside of it, letting the rubber band rest against the bottom part of your fingers, near the nail. From the front where your helpers are watching, it will appear as though the band were around just the first two fingers. Say a magic word and straighten your fingers out. The band will magically hop onto your third and little fingers!

186. THE TRAPPED JUMPING RUBBER BAND

Props Needed: Two rubber bands.

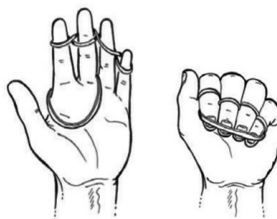
If you twist another rubber band around the tips of your fingers as shown, it will appear as though the first rubber band cannot escape. But, astonishingly, if you perform the moves as you did in the previous effect, the effect will still work!



187. DOUBLE JUMPER

Props Needed: Two rubber bands.

Another great follow-up to the previous tricks involves two different-coloured rubber bands. Put one over your first two fingers and one over your third and little fingers. Close your hand into a fist, fingers towards you, and put all four fingers into both rubber bands. Now, when you straighten out your fingers the rubber bands will change places. This will even work with a third band twisted around your fingertips, as in the trapped rubber band trick!



188. CREEPY

Props Needed: A broken rubber band and a borrowed ring.

Even a broken rubber band can be used to create magic! Borrow a ring from an audience member and put it on your broken rubber band. Now grip the band in the center with one hand, keeping the rest hidden in your hand. With your other hand, stretch out the band so that it is sloping upwards. The ring should be at the bottom of the slope, nearer to the hand with the hidden portion of rubber band. Now slowly let the band slip between your fingers, releasing the portion you concealed. The ring will creep uphill in a very magical way! The slower you let the band come out from your hand, the slower and more magical the creeping action will be.



189. THE VANISHING PENCIL!

Props Needed: A pencil and a handkerchief.

Hold a pencil or pen in your left hand. Have an audience member drape a handkerchief over the pencil but as soon as they do, extend your left index finger and at the same time let the pencil slide down your sleeve. Count to three and have your assistant whisk the handkerchief

away. On three, put your index finger back down and it will appear that the pencil has vanished!

190. THE ROLLING STONE

Props Needed: A long piece of black thread, a ring and small stone or marble.

Take a long piece of black thread and tie it to a small ring. Place the ring in the center of the table so the thread is hanging off the end of the table where you will be sitting. Now cover everything with a tablecloth. Say you can mentally control a stone and cause it to move across the table. Place a small stone (the rounder the better) on top of the ring under the tablecloth. Now pretend to concentrate as you secretly pull the thread under the table. It will look like the stone is moving on its own!

191. THE BALANCING EGG

Props Needed: An egg and the same thread/ring set-up described above.

Balance the egg on end by setting it on the ring (still hidden beneath the tablecloth). When you lift the egg away, pull the thread with your other hand so that the ring will be withdrawn.

192. THE APPEARING BALL

Props Needed: a short piece of flesh-coloured thread (or fishing line), a small ball and a finger ring.

The magician shows his hand absolutely empty. He reaches in the air, and “catches” a ball with his finger tips. Take a piece of thread about three inches long and tie it to the ring. Glue or tape the other end to a small rubber or plastic ball. When the ring is worn on your ring finger and your hand is held with the fingers pointing upwards, the ball hangs out of sight behind your hand. When you swing your hand upwards and turn it slightly forward, the ball will appear instantly at your finger tips!

193. THE FLYING BALL

Props Needed: a ping-pong ball and a long piece of black thread (or fishing line) tied into a long loop.

A ball is held in one hand and it suddenly glides through the air to the other hand. The secret is a long loop of dark thread which is on your table with your ping-pong ball resting on it. As you pick up the ball, put your thumbs through each end of the loop. Lift your hands with the thread stretched between them and the ball appears to be floating in the air. With practice you can make the ball “float” from hand to hand!

194. THE BALANCING GOLF BALLS

Props Needed: Two golf balls and a small piece of soft wax.

Balancing one golf ball on another sounds impossible and it would be if there were not a trick to it! A little piece of wax, secretly attached to the upper ball, is all that is necessary. The upper ball is pressed onto the lower ball so that the wax sticks the two balls together and the upper ball will remain, apparently balanced! Of course, you can secretly pick the wax off of

the upper ball afterwards so your friends can also try this impossible feat!

195. THE ANTI-GRAVITY CUPS

Props Needed: Two paper cups, a staple, a book, a newspaper and a marker.

Take a staple and tape it, points up, to a book (be careful not to poke yourself!). Cover the book with a small piece of newspaper so the staple can't be seen. When it's time to do the trick, take two paper cups and press them down over the ends of the staple so the points break through the newspaper. You want to be sure you have a separate cup over each end of the staple! Then take your marker and put it between the cups. Lift all of this up and turn the book over, while keeping the wand between the cups. The pressure of the marker against the cups and the ends of the staple will keep the cups suspended in mid-air!

196. ANOTHER ANTI-GRAVITY CUP

Props Needed: A paper cup and a loop of transparent tape (or a piece of double-sided tape).

Begin by making a loop of tape (sticky side out!) and placing the loop around your thumb as though it were a ring. During your show, pick the cup up with your hand and gently but firmly press your thumb against the cup. Now, let go of the cup with your hand and it will appear to float in mid-air since the back of the cup is stuck to your thumb! You can also use a small piece of double-sided tape and simply stick it directly to the ball of your thumb!

197. AND ONE LAST ANTI-GRAVITY CUP

Props Needed: A styrofoam coffee cup.

During your show, show an empty styrofoam coffee cup. Tell your audience you are going to make it float! Pick the cup up with your hand and gently press your thumb through the styrofoam and into the cup a short way (don't do this too fast- you don't want them to hear the cup breaking. Also, don't push your thumb in too far: just the tip of it will do) then let go of the cup: it will remain suspended in mid-air! Close your hand around the cup again and pull your thumb out of the hole, then cover the hole with your thumb to hide it!

198. THE ANTI-GRAVITY BOTTLE

Props Needed: A small, plastic cola bottle, at least halfway full of cola.

This one is sneaky because the bottle can be fully examined at the end! Borrow a bottle of cola from a spectator. Announce you are going to make the bottle float in mid-air! Loosen the cap a bit to allow some air to escape. Then, grip the bottle in your hand. Press your thumb into the bottle just underneath the label and when an indentation forms, slip your thumb up underneath the label. Now, let go of the bottle and it will remain suspended from behind by your thumb! From the front, it will appear the bottle is floating! Next, close your hand around the bottle, pull your thumb out from under the label and while you're tightening the cap again, give the bottle a little squeeze to pop the indentation that your thumb made back out. Hand the bottle back and they'll never know how you did it!

199. THE ROVING RATTLE!

Props Needed: Four empty matchboxes, some buttons or coins and a rubber band.

Before your show, fill one of the empty matchboxes with buttons or coins. Using a rubber band, attach this box to your arm and pull your sleeve down over the box. During your show, bring out three empty matchboxes. If you shake the first two boxes with your left hand, they will sound empty but if you shake the third box with your right hand, your audience will hear it rattling! Now scramble the matchboxes and ask your audience to guess where the rattle is. Whatever box they choose, shake it with your left hand to show it is “empty”. Pick up one of the other boxes with your right hand and shake it saying, “nope! The rattle is here!” You can do this over and over! Finally, have an audience member open all three boxes and show that they’re empty- where did the rattle come from???

200. CUT AND RESTORED NEWSPAPER

Props Needed: Newspaper, scissors and rubber cement.

Begin by cutting out a thin strip of newspaper: it should only be about an inch wide but about seven inches long. Next, apply a thin layer of rubber cement to one side of the strip and allow it to dry. During your show, bring out the newspaper strip and fold it in half so the side with the rubber cement is facing the inside. Now, cut the folded part of the newspaper off of the top with a pair of scissors (or safety scissors if you are too young to use regular scissors). Now, carefully unfold the newspaper: the rubber cement will stick to itself at the point of the cut and it will appear that the newspaper strip has been restored!

201. THE SPINNING EGG

Props Needed: Three uncooked and one hard-boiled egg.

Two or three eggs are laid on the table and people are asked to spin them. They will find that the task is next to impossible: the eggs start to spin but topple and fall on their sides. When the magician spins an egg, it whirls like a top. One the eggs is hard-boiled. It is kept out of sight until different people are busy spinning eggs, then the magician picks up one of the eggs and takes an opportunity to replace it with the hard-boiled egg. The hard-boiled egg may be spun with ease!

202. THE MAGNETIC DICE

Props Needed: Two dice.

A pair of dice are placed on the table, and one die is placed on top of the other. When the upper die is lifted, the lower one clings to it as though magnetized. Place the first die on the table with the “one” side facing upward. Next, lick the tip of your finger and apply it to the “one” side of the upper die. When both of the “one” sides of the dice are pressed together, they will stick and they can be lifted together as though they are magnetized.

203. THE DOMI-KNOWS

Props Needed: A set of dominoes.

Place a set of dominoes on the table and invite two or three people to line up the dominoes, as

though playing a game. Before they begin, you write something on a piece of paper and lay it on the table in full view. When the game is over, there will be two ends to the row of dominoes. Let's suppose the number on one end is five and on the other end it's three. When the piece of paper is unfolded, it will show the numbers five and three! You have foretold what the end numbers will be! Before your show, secretly remove one of the dominoes (not a double). The numbers on the domino (in this case 3 and 5) will tell you what the end numbers will be!

204. THE LIVING AND THE DEAD

Props Needed: a piece of paper, a pen, a blindfold and a bag or hat.

Fold a square piece of paper into nine squares, and have someone write the names of eight living celebrities in the outside squares and the name of a celebrity who has passed in the center square. Tear the paper along the creases into nine pieces and drop them all into a hat or bag. Now have someone blindfold you. As you reach into the hat or bag, pick up each piece of paper and feel the edges with your fingers. If you can feel a straight edge on the paper, then the celebrity on the paper is living. When you pick up the piece that has only ragged edges on all four sides, that is the performer who has passed! You can even say the spirit of the celebrity has directed you to their name!

205. SILENT TRANSMISSION: ONE TO TWENTY

Props Needed: A secret accomplice!

You will need a secret accomplice for this trick. Start by announcing that you are going to leave the room, and while you are away everybody is to choose a number. When they have all agreed upon a number, they are to concentrate on it and call you back in. Ask them to make the number between one and twenty so it is not too big. When you enter the room, point to your secret assistant and say, "You look as though you may be good at transmitting thoughts, so I'll use you for the effect!" Put your hands on either side of your assistant's head as you say, "I will now link our two minds together!" As you pretend to concentrate, your secret helper tightens and loosens his jaw the same number of times as the chosen number! Your hands will cover any signs of the motion, and you'll be able to amaze everyone by correctly guessing the secretly chosen number!

206. SILENT TRANSMISSION: ONE TO A HUNDRED

Props Needed: A secret accomplice!

With a small addition to the previous trick, you can give the audience their choice of any number from one to a hundred. Since you don't want to be counting eighty-five jaw motions, you will have to cheat a little. First, your secret helper tightens and loosens their jaw for the first figure of the number. If the number were eighty-five, they would tighten their jaw eight times, then they should pause for a moment, then tighten



and loosen five times. Using this technique, you can even fool people who know the original one to twenty version, as they won't be able to understand how you were able to jump to the large numbers so quickly!

207. FRICTION COIN SPIN

Props Needed: A large coin and your fingers!

Tell your audience you can spin a coin with friction! Start by holding a large coin (a quarter or larger) on its edge against the table with your right index finger. Now rub your left index finger back and forth across your right index finger. Using your left thumb, quickly strike the side of the coin as you rub your left index finger toward your right index fingernail. At the same time, lift your right index finger and the coin will spin off across the table as though the "friction" from rubbing your finger caused the coin to spin! on the table in full view. When the game is over, there will be two ends to the row of dominoes. Let's suppose the number on one end is five and on the other end it's three. When the piece of paper is unfolded, it will show the numbers five and three! You have foretold what the end numbers will be! Before your show, secretly remove one of the dominoes (not a double). The numbers on the domino (in this case 3 and 5) will tell you what the end numbers will be!

REMEMBER! ALWAYS HAVE FUN AND NEVER REVEAL YOUR SECRETS TO ANYONE!

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