

HANKY PANKY®

# MAGIC INSTRUCTIONS

**400  
TRICKS**



**EXPLAINED  
STEP BY STEP**



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1

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2



Username: 1506



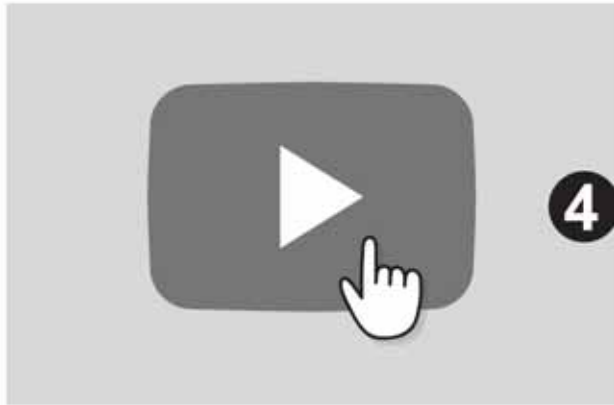
Password: 1506

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3



4



## **Congratulations on the purchase of this magic set!**

**P**lease note, some tricks may require the use of everyday objects such as a cotton thread, nylon fishing line, pencil, paper, glue etc. When we refer to a red handkerchief this is a recommendation of the colour to use as it is more theatrical but of course any colour handkerchief will do. Sometimes we will suggest using pink, blue, yellow or another colour of props. These precise colours may vary slightly from the set that you have just purchased. If this is the case simply substitute the colour of prop in the instructions for the colour of prop that is supplied in your set. Some tricks you will master in seconds and others will require some practice until you have the perfect performance.

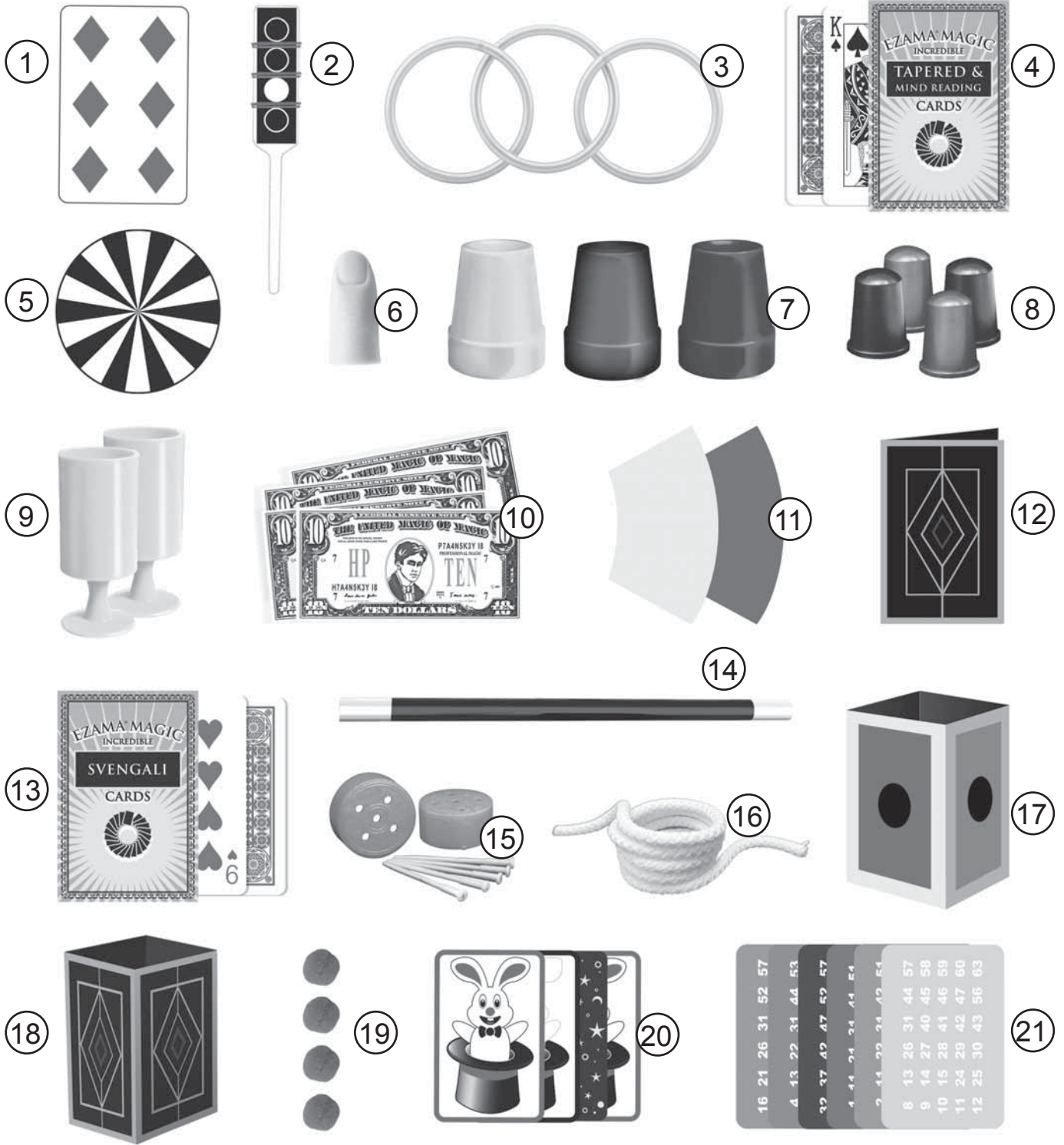
Read the following tips before you start performing:

1. A trick is always explained in the same way.
2. It takes practice to be a good magician. Be patient if a trick does not work straight away. It helps to practice in front of a mirror.
3. To hide the secret to each trick, you have to distract your audience's attention. Before the performance, think about what you can say or do during each trick.
4. Make sure your magic show does not last longer than 15 minutes. Before the performance think about what you wear, the tricks you like to perform and which preparations you have to make.
5. To become a successful magician, remember these three golden rules:
  - Keep the secret!
  - Perform only, when you know the trick
  - Never do the same trick twice in one show
6. For the preparation/performance of some of the tricks you will need the assistance of an adult.

The main thing is that you have fun learning magic and even more fun performing it!

*Remember, the magic is lost if you tell your audience how to do the trick. So always keep the secret and have fun!*

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### 1 - CUPS AND BALLS

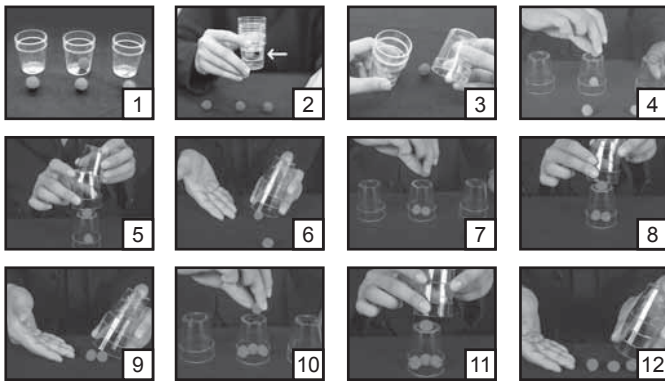
Items required: Three cups, four cotton balls.

Before you start: Stack each cup inside another with the open side up, on a table. Secretly hide one cotton ball inside the middle cup and place the other three cotton balls in line on the table and you are all set for your performance.

Ready to perform: Take the three cups together and place them one by one upside down (be careful the hidden ball doesn't drop out of the middle cup) on the table. The bottom cup (A) on the right, the middle cup (B) with the ball in the middle, and the last cup (C) on the left. If you place them quickly on the table, the audience will not notice the hidden ball in the middle cup. Place a cotton ball from the table on top of the middle cup B, then place cup A on top of cup B and cup C on top of cup A. Tap the top cup (C) with your finger and lift up all three cups together. The audience will see that the cotton ball has gone through the cups.

Once again put the cups on the table as before, putting cup B (the middle one) over the ball that you have just used. Place another ball on top of this cup and repeat the previous actions. Now there are two balls under the cup. Repeat the actions with the third ball and the three balls have gone through the cups magically.

**TIP:** Hold the cups on top of each other in your left hand as if you were going to drink from them. When taking the cups away with your right hand always take the bottom cup away first, turning the open end of the cup towards yourself when placing it on the table in front of you. Do the same for all the cups and do not vary your speed when turning the middle cup with the ball in it.

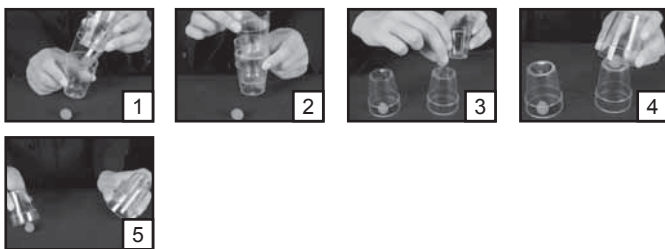


### 2 - CUPS AND BALLS - MAGIC TRAVEL

Items required: Three cups, four cotton balls

Before you start: Prepare the three cups as in the 'Cups and Balls' trick, with a hidden ball in the middle cup.

Ready to perform: Pass the bottom cup from the bottom to the top, so the hidden ball will now be in the cup on the bottom. Place the bottom cup upside down, on the right side of the table (do not let the audience see the ball). Place the other cup upside down on the left side of the table, place a ball on top and the last cup on top of this ball. Lift the two cups up together and the ball has disappeared. Say that the ball has mysteriously travelled. Lift up the cup on the right and show the ball.



### 3 - CUPS AND BALLS - INVISIBLE BALLS

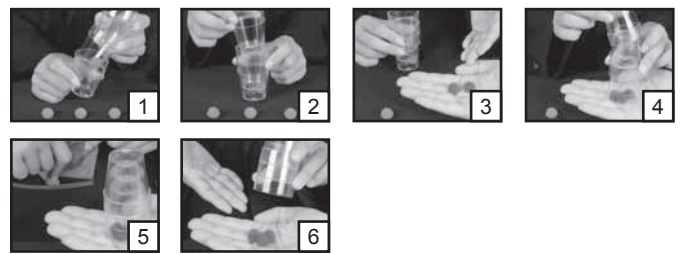
Items required: Three cups, four cotton balls

Before you start: Place the three cups together with a hidden ball in the middle one and put two balls in your pocket. Put the cups upside down on the table one by one, with the hidden ball in the middle one.

Ready to perform: Say that you have an invisible ball in your pocket. Put your hand in the pocket and take a ball, hiding it between the little and ring fingers. Take your hand out of your pocket, closed in a fist. Pretend to hold an invisible ball between your thumb and index finger. Throw the invisible ball over the middle cup. With your right hand, lift the cup up and the audience will see that the ball is now visible. Take the ball with your left hand leaving the cup in your right hand (at the same time the left hand touches the table, open your fingers dropping the ball and put the cup in the right hand on top). Place the ball in your left hand on top of the middle cup. Say that you have got another invisible ball. Put your hand in your pocket and take the invisible ball out like before (with the second ball from the pocket hidden between your fingers). Throw the invisible ball over the right cup, lift it up and...there is nothing. Place the cup back on the table, leaving the hidden ball from your hand underneath it. Lift the middle cup and another ball shows up. Take the ball and put it on top of the right cup. Say that you have got another invisible ball. Put your hand in your pocket and take it out, but this time, without any ball hidden in it. Throw the ball over the left cup, lift it up and...nothing! Lift the right cup and the third ball appears.

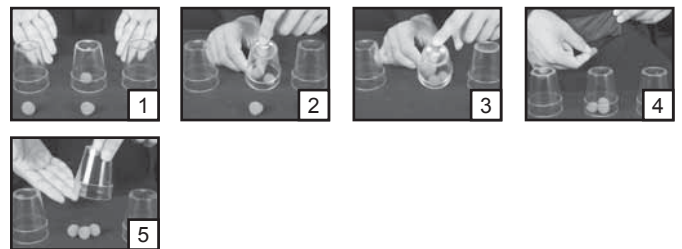
### 4 - CUPS AND BALLS - MAGIC HAND

Put the three cups together with a hidden ball in the middle one and three balls on the table. Pass the cup from the bottom to the top, so the ball will now be in the cup on the bottom. Ask a spectator to extend their hand, palm up. One by one put two of the balls in their hand and place the bottom cup upside down over the balls, then the middle one on top of it and the last one on top of the middle one. Take the third ball and put it in your pocket. Say your magic words, lift the cups and the audience will see that the ball has travelled into the hand of the spectator.



### 5 - CUPS AND BALLS - MAGIC POCKET

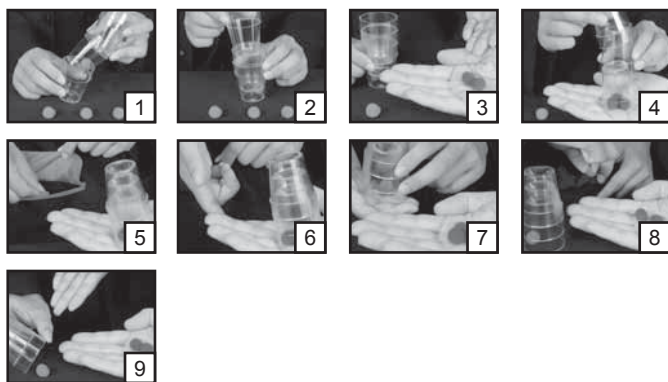
Place the three cups in a line upside down on the table with a hidden ball in the middle cup. Take another ball and slightly lift the middle cup at the back (be careful that the audience does not see the hidden ball) and place the ball inside. Say: "One". Take another ball and put it into the cup in the same way saying: "Two". Put the third ball in your pocket. Place the left and right cups on top of the middle one, pretend to pass something from your pocket to the cups. Lift the three cups up together and the audience will see the ball has travelled from your pocket and appeared with the other balls on the table.



### 6 - CUPS AND BALLS - GRANDE FINALE

Place a cotton ball in your right pocket. To do this trick you have to manage and perform the previous trick 'Cups and Balls - Magic Hand' really well. At the moment that you put the third ball in your pocket (right hand), take the ball back out, but be careful no one sees it. Lift the cups from the spectator's hand with your left hand. Take advantage of the audience's surprise, to pass the three cups together upside down from your left hand

to your right hand and leave them on the table, at the same time leaving the hidden ball under them. Tap on the cups, say your magic words, and lift up all three cups together, showing the ball.



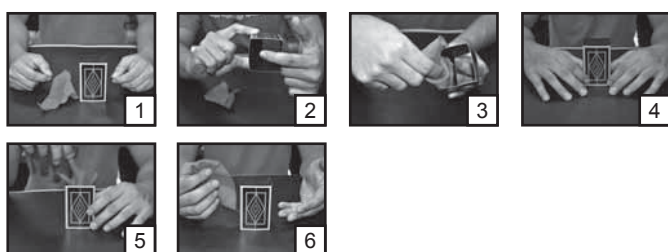
### 7 - KNOT DISINTEGRATION

The magician shows the audience an empty tube. Then they tie a loose knot in a piece of rope and while holding the rope by one end, lowers it into the tube which they are holding with their other hand. They then lift the rope back out of the tube and the knot has disappeared! The secret is simple on one side of the tube is a hole (which is kept hidden from the audience) when the magician picks up the tube, the magician keeps the side with the hole towards them. They place either their index finger or middle finger into the hole. When the rope is lowered into the tube the magician places their finger into the loose knot and when the magician lifts the rope out of the tube their finger is pulling the rope which causes the knot to untie.



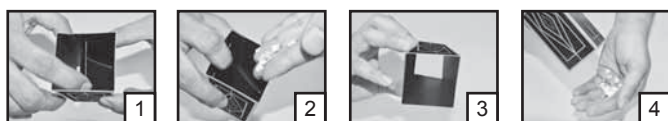
### 8 - SILK'S APPEARANCE

This is a beautiful appearance of silks, as used in the old days by the Oriental Magicians. Fold a silk, place it under the secret flap, say your magic words, and very clearly, with the fingertips, take the silk out of the box.



### 9 - SNOW STORM

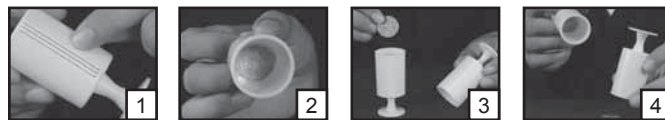
Cut small squares out of paper and put them into the secret compartment. Show the "empty" tube and pass it from your left to your right hand, leaving the opening free. Tilt and shake the tube slightly and the paper squares will fall out, creating magic snow.



### 10 - THE MONEY CUP - JUMPING COINS - BASIC TRICK

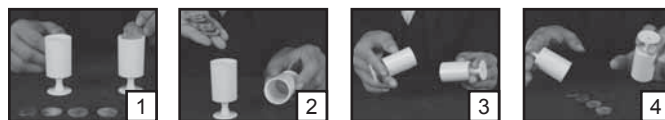
The magical cups allow you to perform an unusual and mystifying routine, where coins travel invisible, one by one, from cup to cup. When inspecting the special magic cups, you will find a hidden raised ridge running halfway around the inside at the bottom of each cup. There is also a subtle seam running up the outside of each cup indicating which side the ridge is facing. Drop a coin (one that is small enough to trap itself under

the ridge) into one of the cups. Pick up the cup with the seam under your thumb. If you tilt the cup away from you the coin will naturally fall out and if you tilt it towards you the coin stays trapped in the ridge. To perform this trick you need the two cups and two coins. Beforehand, secretly place one coin inside one of the cups. Now you place the second coin inside the other cup, you pick it up and tilt it towards you. The coin will get trapped, while at the same time you pick up the other cup and tilt it towards the audience. In this position it will release the coin giving the illusion that the coin has passed over from one cup to the other. This principle makes coins either vanish or appear!



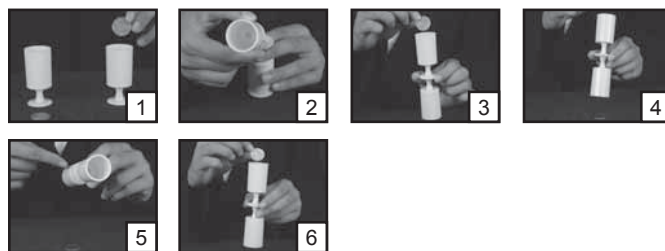
### 11 - THE MONEY CUP - MONEY TRAVELS

Using the same cups and handlings as described in 'the money cup - jumping coins' trick, you use six coins while your audience is only aware of five. Prepare the trick by putting a coin into one of the cups before you start. When performing the trick you only drop five coins into the cups, so the audience is not aware you have actually six coins. You trap one coin under the ridge and then tip out four coins onto the table. One coin has disappeared! You can now tip the other cup, trapping the coin under the ridge while nothing falls out. Then you put the cup on the table, click your fingers and pick the cup up again this time un-trapping the coin by tipping it on the table. The coin has magically disappeared and then reappeared in the other cup! N.B. You should use coins of the same colour and value when performing this trick. E.g. 5 cents.



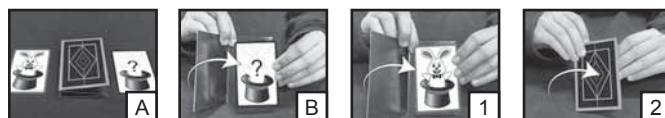
### 12 - THE MONEY CUP - PENETRATING COIN

You start with the two cups on the table with the soft seams on the outside of the cups towards you. Beforehand, you put one small coin inside the cup on the left. When you turn the cups be sure you tilt them towards you and with your thumb on the seam, so the coin remains in the hidden ridge running halfway around the inside at the bottom of the cup. Place them on the table again and grab the left cup like you did before. Now place the other cup upside down on the left cup and throw a second identical coin inside the top cup. Therefore the coin in the bottom cup falls out. Turn both cups together towards you and repeat the trick again and again, as many times as you want...



### 13 - THE 'RABBIT' CARD TRANSPOSITION

The magician makes a card disappear and then makes it appear again. Place the card with the "empty hat" in the magic book and make it disappear in the familiar way. Then place in the other side the 'rabbit card into the hat', facing the audience. Now close the booklet and secretly turn it 180 degrees. When you open the book again they will see how the rabbit has reappeared.

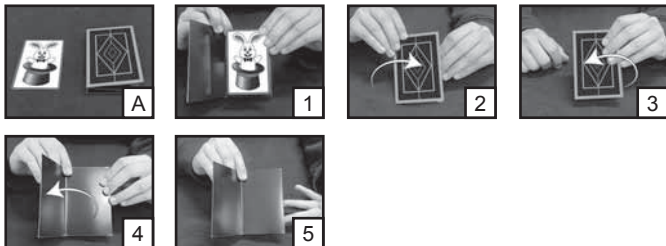




#### 14 - RABBIT CARD DISAPPEARANCE

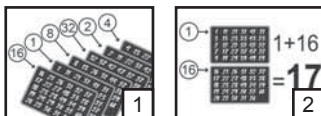
The Magician makes a card disappear!

Place a card in your Hanky Panky book. Close the book and say the magic words. Open the book (but this time from the other side) and show that the playing card has vanished.



#### 15 - COMPUTER CARDS

You ask a spectator to secretly write down a number between 1 and 60. You show them the six computer cards you will find in your magic set. Show them the cards one by one, asking them each time if they can spot their number on the card you show them. After this is done you can tell them exactly what number they wrote down. For this trick you have to study and remember before the performance, the first number on each card. This is easy because the first card starts with number 1, when doubled up you get 2, which is the number of the second card. Double the number 2 and you get the number 4, which is the number of the third card. And so on. The fourth card has number 8, the fifth card number 16 and the sixth card number 32 as a first number. Now every time the spectator spots their number on the card you show them, you remember the first number of that particular card. If you add up all the first numbers of the cards you will get to the secret number they wrote down!



#### 16 - PADDLE MOVEMENT

This movement has to be learned in order to perform any of the numerous tricks using paddles. It's pretty simple, but it needs a bit of practise to master it.

Basic movement: Hold the paddle between your thumb and index finger as shown.

Now turn your wrist to show the other side of the paddle. Repeat this movement so you get used to the action of showing both sides of the paddle. For the paddle-move, make the same movement but "SIMULTANEOUSLY" rotate the paddle's handle half a turn with the tips of your fingers. The audience will see the same side twice, but they will think, they have seen both sides.



#### 17 - PADDLE AND COINS

A paddle has two elastic bands around it and is shown empty on both sides. Now the magician puts a coin on one side and magically they produce another one on the other side. The magician moves the hand over the one coin and suddenly there are two coins on both sides... Before the performance you put two elastic bands around the paddle and you place two coins on one side of the paddle. First, show the audience both sides are empty by using the 'Paddle Move' as described. Then put a coin on the side which is really empty and with the same 'Paddle Move' you show "both sides" and the audience

will see a coin on each side. Now move your other hand over the paddle and under this cover you really turn the paddle, so the audience sees a second coin appear. Show the other side where there is still one coin and again move your hand over the paddle and turn it again. When you have done this, you show the other side again with the 'Paddle Move' and it appears there are two coins on either side...

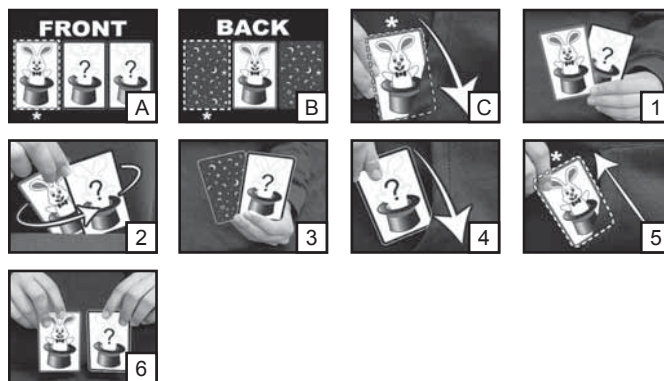
#### 18 - THE MAGIC PADDLE

Take the paddle from your magic kit using the elastic bands and attach the dotted paper to the paddle on both sides. Show the paddle at your chest level, the white dot facing down. Turn the paddle. The dot is now in second position. Now perform the 'paddle' movement to the full and the dot will appear to have jumped to a higher position. Repeat the wrist movement without turning the handle and the dot will appear to have jumped to the highest position.



#### 19 - CONFUSING RABBIT CARDS

For this trick you use three cards but the audience believes you only use two. Place the normal 'rabbit in hat' card into your jacket pocket before the trick starts so no-one will know it is there. When you are ready to perform use the 'no rabbit in hat' / 'rabbit in hat' card. This one is known as a 'double face' card. Now you show the 'rabbit' side of the double face card and the third, normal 'no rabbit in hat' card. Place these two cards out of sight - under the table or behind your back, but do not let the cards drop. Turn secretly the double face card over so that the hat with 'no rabbit in hat' card shows, bring it out and show this side to the audience and put it into your pocket that has the other card in it. Ask which card is where and the audience will be surprised that they are in different places when you remove the 'no rabbit card' from under the table and the (normal) 'rabbit' card from your pocket. The two cards may now be shown quite freely as they are both normal.

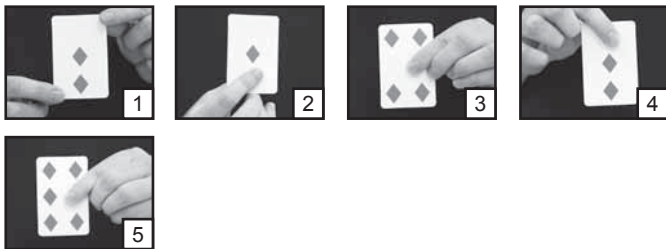


#### 20 - THE RABBIT CARD CHANGE PLACE

Take the double faced card and the double backed card. Turn the cards over and place them quickly one against the other. The audience will think the cards are normal. Now hide the hat and rabbit card under the table. The audience will think of course that the rabbit card has remained on the table. Turn over the card that is under the table and pull it out: it appeared to be the rabbit card. Place the cards again as before and show them.

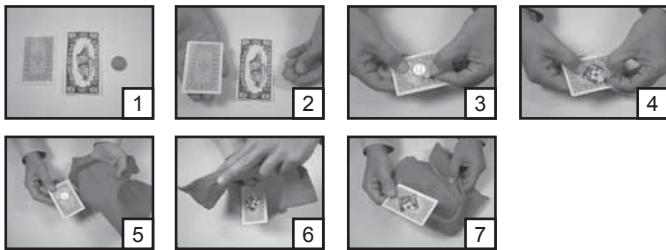
#### 21 - THE MAGIC CARD

"This is a Magical Card" you say. "On one side it has one Diamond and on the other side four Diamonds, but sometimes one Diamond magically turns into three Diamonds and four Diamonds turn into six Diamonds". How? The pictures tell you everything. The trick depends on how you hold the card. Learn to change hands and grip smoothly as you turn the card over. Learn to do the moves neatly and quickly. My advice is to do the trick once as a 'quickie' for the audience and then put the card away before they get a chance to examine it.



### 22 - FROM COIN TO BANKNOTE

Take the double-backed card from your set. Stick a banknote to one side of the card and then ask a spectator to stick a coin to the other side. Cover the whole card with a handkerchief and make the card appear with the banknote-side ahead. The audience believes that the coin has changed into a banknote. This trick will only be funny if you do it fast enough.



### 23 - DEVALUATION

You need the double-backed card from your magic set. In preparation you tape a coin of low value to one side of the card. Keep this side of the card out of your spectator's sight, when you show them the card. On the other side of the card, you tape a coin of medium value. Cover the card with a handkerchief and under protection of the handkerchief you turn the card rapidly. That is a bad devaluation! In a very short time the money lost part of its value! Of course, you can do this trick without handkerchief, by turning the card rapidly under the table.



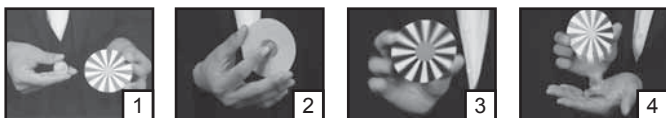
### 24 - STRETCHING A PIECE OF PAPER

In your magic set you will find two banana shaped cards. Ask a member of the audience which card is bigger. They will choose one, but they are always wrong since the cards are exactly the same shape and size. This is called an optical illusion...



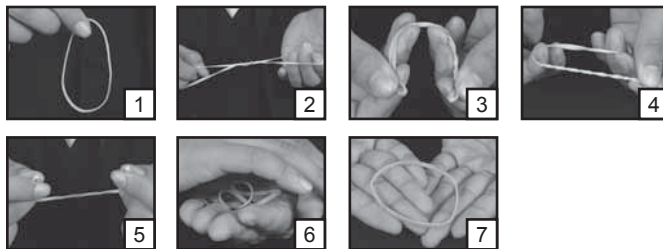
### 25 - MAGICAL DISC

In the box you will find a disc decorated in black and white segments. With this disc you can make a coin appear! Take the disc in your hand and show the audience that both sides are empty (Place a coin secretly at the back of the disc and cover it with two fingers. Then show both sides which appear to be empty to the audience). Show the side with the black and white segments to the audience, and make a rotating movement with the disc. In the middle of the disc a black circle will appear which looks like a coin. You keep rotating and in the mean time you let the coin (which you kept at the back), drop in the palm of your other hand or let it drop on the table.



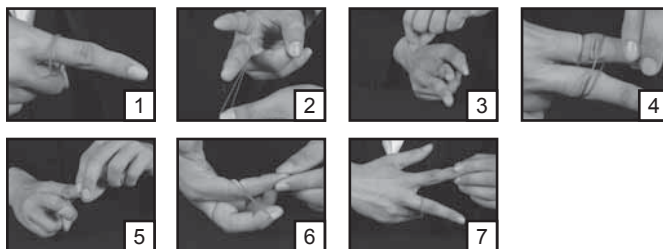
### 26 - THE UNBREAKABLE ELASTIC

A good magician has to be able to repair broken things. Take an elastic band between your fingers, straighten it and break it. Then rub it and when you blow on it, it is restored again. How does this work? Double and twist the elastic band so it looks like one string, straighten it over your hands and hold both ends between your thumb and index finger. Pull it, so it looks like a complete elastic band. Finally let the ends loose, so it appears to break. You rub it and it seems as if you've restored the elastic band.



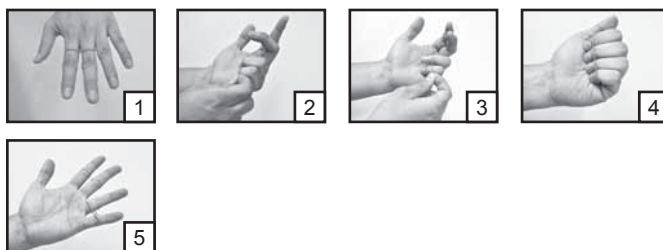
### 27 - ELASTRICKERY ONE

Place an elastic band on your index finger. Take the end hanging down and stretch it around the middle finger of your left hand, then put it back over the index finger. With your right index finger and thumb, hold the tip of your left index finger and bend your left middle finger. However tightly you may be holding your index finger, the elastic band will visibly penetrate it and hang from the other finger.



### 28 - ELASTRICKERY TWO

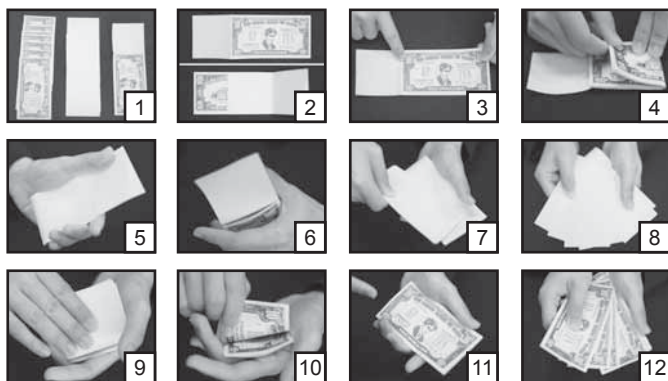
You show an elastic band around two fingers of your clenched fist - a flick, and it jumps onto the other two fingers of the same hand. Really all four fingertips are through the band but only the top two knuckles, so if you flick your fingers straight and bent again the band jumps off the top two knuckles and down to the bottom two fingers.



### 29 - MAKING MONEY

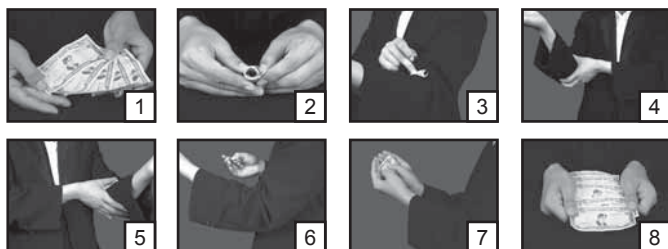
In your magic set you find six banknotes, six pieces of white paper of the same size as the notes and a special note with a white bottom part. Hold the special note folded open on the left palm of your hand with the complete note up and half the white paper sticking out underneath the bottom edge of your hand. On top of the complete printed note place the other printed notes. Make sure that the folds are aligned. Now fold the lower half of all the printed notes upwards, including the white bottom part. Now you are holding a white note on top with underneath half a packet of folded banknotes. On top of the white note add the other white notes. Again make sure the creases are aligned. You are ready to perform. Spread the white notes with both hands. Turn over your hands to show the notes are white on both sides. Just be careful to conceal the folded notes with your palm and fingers of your left hand. Put the notes together in the left hand. Openly fold the top half of the white notes

down towards yourself. Show the folded packet of white notes. With your right hand fingers you move inside the centre of the folded banknotes and grab the packet underneath with your fingers and thumb and stretch your right hand, showing the top banknote. Now you spread the notes to show that the white papers have turned to banknotes. By turning your hands you show both sides of the notes, again be careful they don't see the packet of folded white notes under the fingers of your left hand!



### 30 - NOTES FROM NOWHERE

In order to present this trick properly you must wear a suit or a sports coat. First make a stack using six banknotes, roll them as tightly as you can. Place the roll into the crook of your left elbow. Then cover the banknotes with a portion of the coat's fabric. Keep your arm bent to hold the banknotes in place. With your left hand grasp your right coat sleeve at the elbow so your right hand is unmistakably empty. Repeat the movement with your left coat sleeve to show both hands are empty. During this move secretly steal the banknotes from the fold in your coat. Hold the banknotes in your right hand palm. Now bring both hands together and use the thumb and fingers of both hands to unroll the banknotes so they magically start to appear.



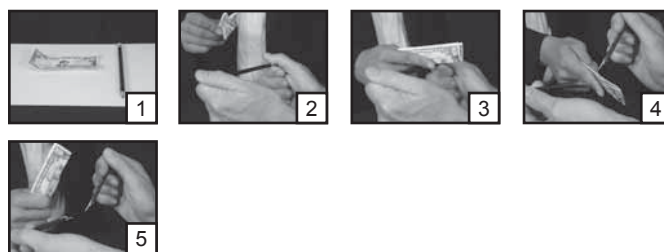
### 31 - THE MAGIC ENVELOPES

Magicians always win... For this experiment you need five envelopes. In four of them you place an imitation or a photocopy of a banknote, and in the fifth one, you place a real banknote. Having done this, you ask a member of the audience to mix up the envelopes. Then you take the envelopes back and hand them out to an audience member until they have all been distributed. This same procedure is repeated. Until you give the last envelope to another spectator. Repeat this until four of the spectators each have an envelope in their hand and keep the very last one to yourself. When all the envelopes are opened, you are the one who has the envelope with the real banknote in it. How...? When you put the real banknote in the envelope, you also add a grain of rice to it. After a spectator has mixed up the envelopes take them back and you quickly place the envelope with the grain of rice second from the top. After having performed the trick as described, you will see that the envelope with the real banknote remains with you...



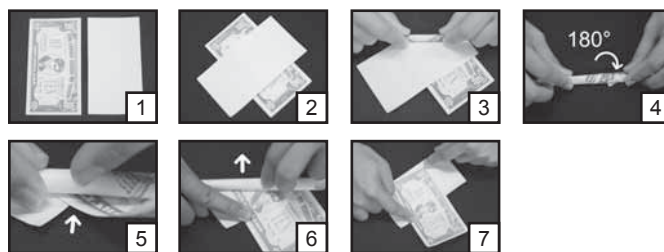
### 32 - KARATE WITH A BANKNOTE

You could never think that the edge of a folded banknote would snap a pencil in two, would you? That is exactly what happens. Begin by obtaining the loan of a banknote and a pencil. Fold the note in half, lengthways and again so that you have a folded note about one inch wide. Have someone firmly grasp the pencil at each end. Now you bring the note down in a brisk chopping movement onto the pencil. To everyone's surprise the note passes completely through the pencil, breaking it in two. The real secret is to put out your forefinger at the precise moment when the note touches the pencil. It is your finger that actually breaks it. If you do it in one brisk downwards sweep, it won't hurt a bit. Remember that the pencil must be held in a firm grip and only held at the extreme ends. Also a full sized pencil must be used.



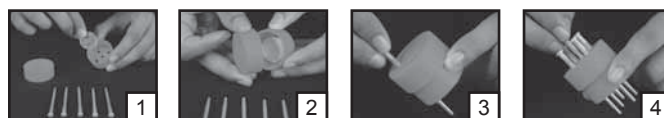
### 33 - THE ROLLING NOTES

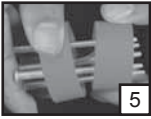
For this trick you will need two different banknotes (for example 10 and 100). Lay the two banknotes on the table with the lower banknote value on top. Notice that the 100 is further forward than the 10. With the fingers of both hands, start rolling the banknotes together until just a part of the corner of the 100 remains in view, of course the 10's corner is further forward. Now hide the corner of the 100 with your left hand, at the same time point to the corner of the 10 with your right hand and ask someone to place their finger on that corner placing your right finger on top of the centre and still rolling the banknotes slightly forward. The corner of the 100 is hidden under your left hand (that's the secret movement). Now lift your left hand and point to that corner. Ask a spectator to place their finger on top of the 100's corner. Now all that is left is to unroll the banknotes. The result is the position of the banknotes has been reversed.



### 34 - THE NAIL BOX

Stick the five pins you will find in the set through the little round nail box, so your audience can see it clearly. Show the bottom with the pins sticking out. Now take the pins out, open the nail box and ask the audience for a coin. Put the coin in the box and close it with the lid. Say you will pass the 5 nails through the coin. Put the five nails one by one in the holes of the box starting with one on the outside (not the middle one!). You will see that all the pins go through the coin because the coin flips straight up at the first pin, leaving the other holes free.





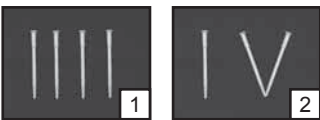
### 35 - THE LAST ONE

Put five pins on a small piece of paper and ask the public how it is possible for five people to take a pin each and still leave one pin on the piece of paper. It's very easy, the last person that takes the fifth pin, also takes the piece of paper and therefore keeps the pin on the piece of paper.



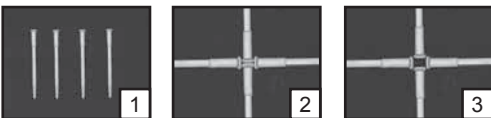
### 36 - PIN NUMBERS

Lay four pins in a row and challenge a member of the audience to remove one pin, and still leave four. The secret is to arrange the remaining three pins as illustrated.



### 37 - HOW TO MAKE A SQUARE

Four pins are forming a cross on the table. How do you create a square, by moving just one pin? It's very easy. If you look at the picture, the pins are laid down in such a way that the end of one of them fits into the other three. By moving this pin you have made a square.



### 38 - FIVE IS TWENTY

How is it possible to make the number nineteen with five pins? And to increase the number to twenty by taken another pin away? Put the pins on the table as the roman number nineteen (XIX), then remove the pin from the middle and number twenty (XX) appears on the table.



### 39 - ETHEREAL

The effect is that the balloon will obey without hesitation the orders of the magician and will travel in the direction the magician says. This trick is very funny and only requires a balloon and a little practice. Start by inflating the balloon but not too much, just enough to take it in your hand and handle it easily. Now say in front of the public, that you will tie a piece of invisible thread on the balloon. Pretend to tie a piece of invisible thread on the top of the balloon. Now with the balloon in your hand and with the pressing of your thumb and index finger hold it in such a way that it moves into the direction your hand says holding it with the invisible thread.

### 40 - THE MAGNETIZED BALLOON

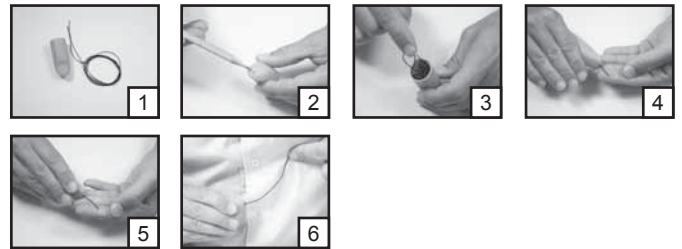
For this trick you only need one balloon and a piece of paper. Start by inflating the balloon, but not too hard nor too soft, just a middle size. Make a good knot to stop the air from escaping, you will also need to wear a sweater with long sleeves, and if it is of wool, it's better. Without the audience seeing, take the balloon with your right hand and stretching out your left hand, rub it a few times up and down your sleeve, so that the balloon builds up a charge of static electricity. You are ready to perform. Stand in front of the audience and tell them that this balloon has magic qualities, that it can attract other things. Take the piece of

paper and cut it or rip it into very small pieces, let's say 10 to 15 pieces. Very carefully, making a magical pass, put the balloon exactly above the pieces of paper, so they can touch each other. Very slowly lift the balloon up and the paper will stick to the balloon. What really happened, is that the static electricity from the balloon is able to attract and hold the pieces of paper. The audience will be astonished thinking how you have been able to do this.

**TIP: Always take care that it doesn't take much time from the moment that you rub the balloon until the moment that you perform the trick in front of your audience, as the static electricity doesn't stay for very long. Also the pieces of paper have to be small so they don't weigh too much, otherwise the balloon won't be able to lift them up...**

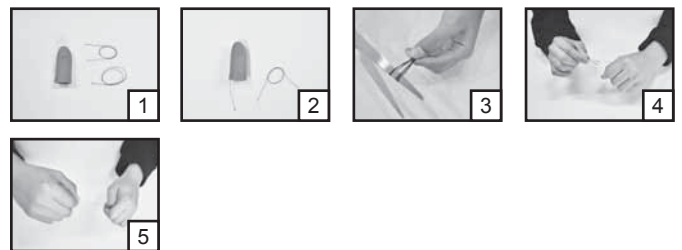
### 41 - LOOSE THREAD

Make a small hole in the top of your thumb tip. Place a long thread into the thumb tip of about three metres (or 10 feet) in length and push the end of the thread through the hole. Approach a member of the audience and say to them that they has a loose thread on their jacket. Hold the lapel of the jacket, hide the thumb tip in it and pull on the thread, keep pulling and pulling, and apologise, saying: "I am sorry, I had no idea that the jacket was so badly made."



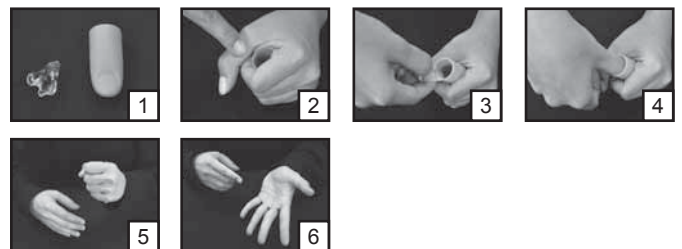
### 42 - CUT AND RESTORED

Get two pieces of identical string about 15cm long. Conceal one of them inside the thumb tip. Hand the other string to a member of the audience and ask them to cut it in half and these two halves in half again. Hold the thumb tip into your left fist, take back the pieces of string with your right hand and put them into the thumb tip. Keep them to one side and carefully pull out the hidden piece of string, at the same time push your right thumb back into the thumb tip.



### 43 - EVAPORATING ICE

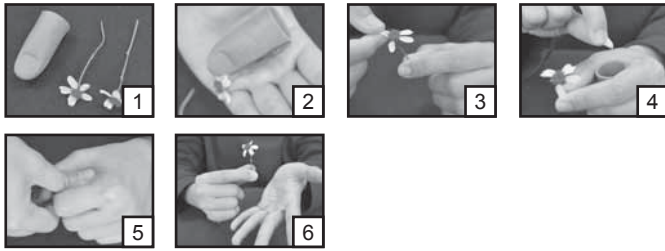
With the thumb tip in your left fist take a small piece of ice and push it into the thumb tip. Take your right thumb out (with the thumb tip on it), still holding your left hand in a fist, and tell the audience: your breath is so hot you will make the ice evaporate. Blow hard onto your fist, open your hand and the ice has vanished, in fact it has evaporated!



### 44 - FLOWER POWER

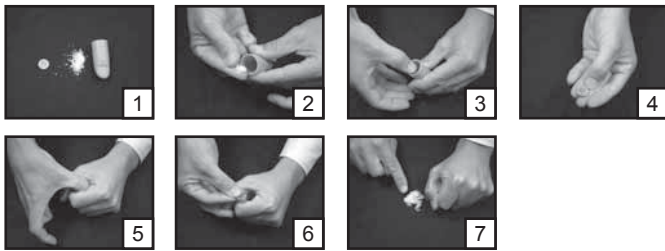
Secretly, hold a small flower in your left palm. Show another identical flower in your right hand. Reach over and push the

thumb tip into your left fist and place the flower from your right hand into your left hand pinched between your index finger and thumb. Now pull the petals off the flower and place them into the concealed thumb tip. When you get to the last petal and stem, push them into the thumb. At the same time push your right thumb into the tip and then take it out showing the other complete flower held between your thumb and index finger.



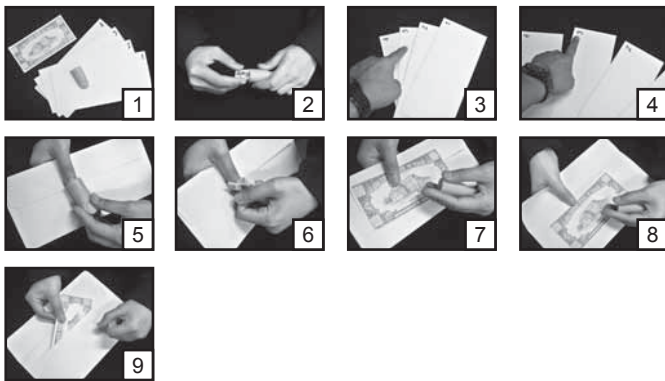
#### 45 - GRATED COIN

For this trick you will need a small silver coin and some silver glitter. Put the glitter into the thumb tip. Show the coin and tell the audience you hate coins making holes in your pockets. Place the tip into your left fist, show the coin and wedge it into the tip. Bring your right hand over and squeeze your left fist. Turn your left fist upside down while you keep pressure on the thumb tip and the coin inside. The coin has been reduced to dust!



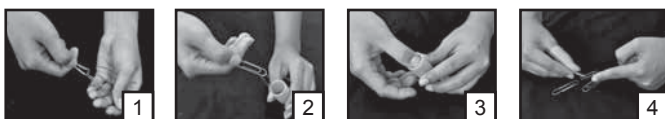
#### 46 - I ALWAYS GET THE MONEY

For this trick you need four (sealed) envelopes and a large value currency note (e.g. 50 Dollars). Put the banknote inside the thumb tip. Tell the audience that one of the envelopes contains a lot of money and ask someone to choose one of the envelopes and give it to you. Everyone opens their envelope; you place your thumb tip behind your envelope and simply pull out the note and unfold it. Works every time!



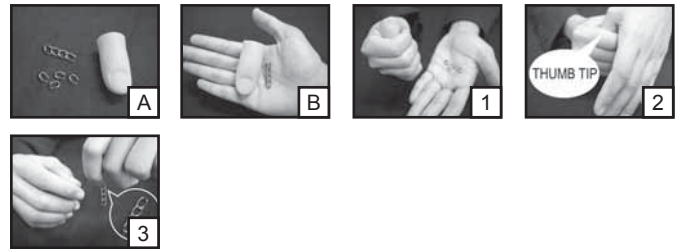
#### 47 - LINKING PAPERCLIPS

Link four or five paperclips and place them in your thumb tip. Hand out the same number of loose paperclips for examination, take them back and place them one by one into the tip (which is in your left fist). After you put in the last paperclip, using your right index finger, gently pull out the linked chain.



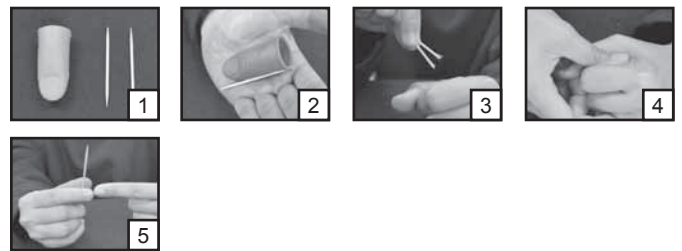
#### 48 - CHAIN MAIL

You will need a length of fine chain with small links. You will need the chain to be cut into one length of five links and then to cut five separate links. You can pour the loose links into the thumb tip and then pull out a solid linked piece of chain.



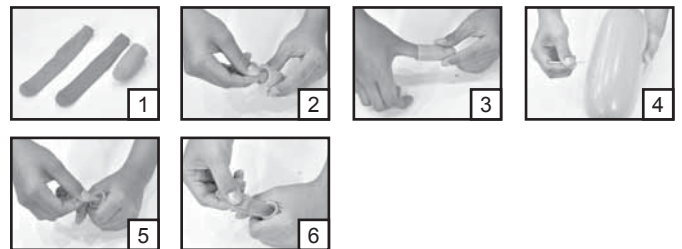
#### 49 - RESTORE A BROKEN TOOTHPICK

Hold a complete (unbroken) toothpick in the base of your left thumb (thumb palm). With your right hand give another toothpick to a member of the audience and ask them to break it up. Place the thumb tip into your left fist and take back the pieces from the member of the audience with your right hand. Now place the pieces from your right hand into your left fist, firmly pushing them in with your fingers, finishing with the thumb. Take your thumb out (with the tip on it) and ask the member of the audience to blow on your left fist. Open your hand and amazingly the toothpick is restored!



#### 50 - RESTORING A BALLOON

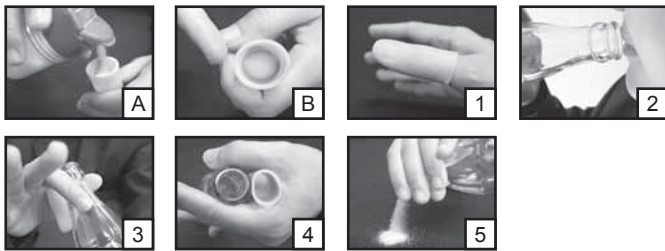
You need two small identical balloons and your thumb tip. Hide one balloon in the thumb tip and put the thumb tip on your right thumb. You are now ready to start. Inflate the identical balloon and 'by accident' stick a pin into it so it bursts. Hiding the thumb tip in your left fist, place the broken pieces of the balloon into the thumb tip. Take care that you can easily pull the hidden balloon out without spilling the broken pieces of the other balloon. Reveal the 'restored' balloon and inflate it once more.



#### 51 - SALTY COLA

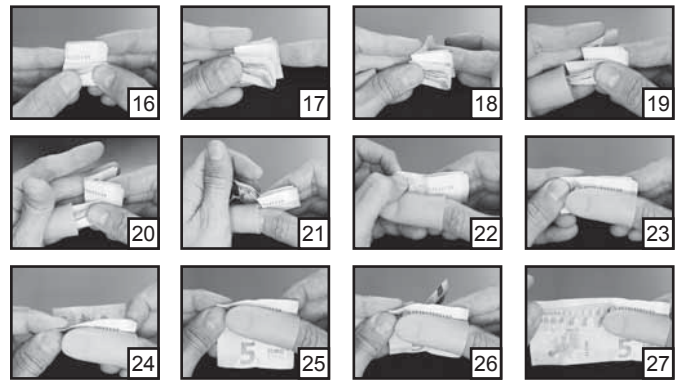
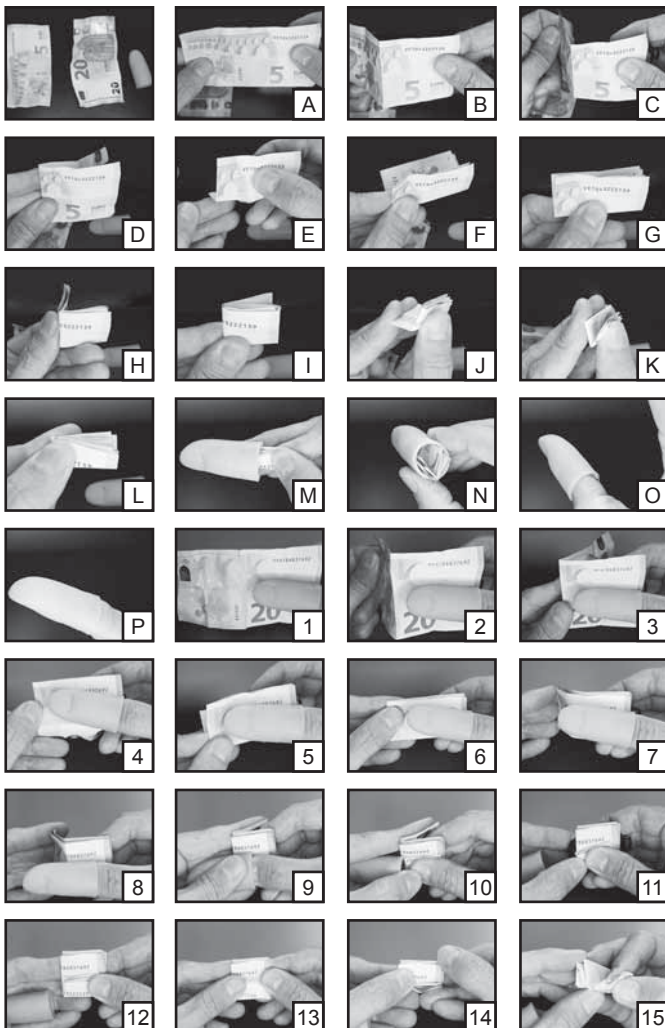
Pour some salt into your thumb tip and place the tip onto your right thumb. Drink a bottle of cola, (or finish drinking from one you have already started) and when it is finished say: "Gosh I'm thirsty, that drink was really salty!" Take the thumb tip off and place it with the open end parallel to the neck of the bottle. Turn the bottle upside down and it will appear as if salt is pouring out of the bottle into your other hand.

TIP: Use a coloured cola bottle.



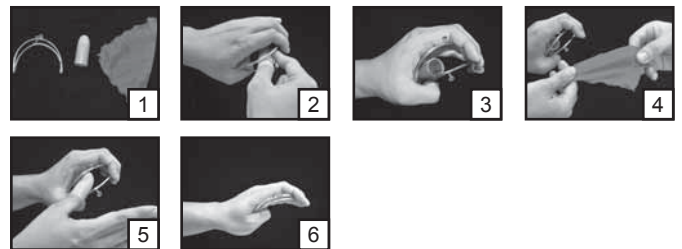
### 52 - SHORT CHANGE

This is a classic thumb tip trick. In preparation, you fold (about 3 times) a small value note and place it into your thumb tip (e.g. 5 dollars). You ask a member of the audience for a high value banknote (20 dollars and up) and proceed to fold it and change it into 5 dollars. The secret is when you take the high value banknote, you hold your fingers pointing towards each other and the backs of your hands towards the audience. From this position you can slide the thumb tip off and pull out your small folded note. You put the tip back onto your right thumb. You fold their note up (about 3 times depending on the size) in front of the audience and slide your note onto their note but towards you. You turn the two notes over (together) so your note is now towards the audience. And you start to unfold your note. When your note is unfolded enough to act as a cover, you take the tip back off and slide the spectator's note into the thumb tip and put the tip back on to your right thumb. You keep turning and opening your note using it to cover the thumb tip. Eventually you have unfolded your note completely and to the audience it appears as if you have transformed a 20 dollars note into a 5 dollars note. Give the 5 dollars to the member of the audience and tell them to see you later or simply reverse the process and transform your note back into theirs.



### 53 - SILK FROM INVISIBLE PURSE

To perform this trick you need to get a very old, ladies' money purse and take away all the fabric so all you are left with is the frame, your thumb tip and a small silk hanky. Tell the audience that you never travel without your magic purse; it's where you keep all your belongings. Hold the purse in your left hand and open it, reach inside with your index finger and thumb, holding your thumb tip in the purse, you slide your thumb out, leaving the tip behind. Reach in again, and pull the silk out of the purse. Hand it to a member of the audience, put your index finger and thumb back in, placing your thumb in the tip, take them out together and close the purse.



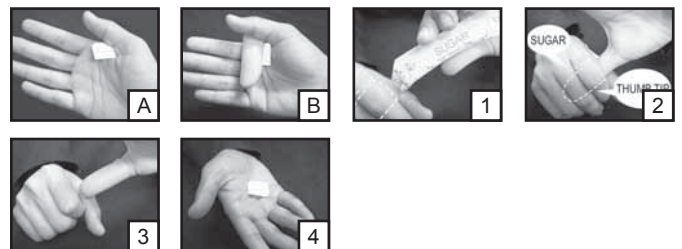
### 54 - SUGAR FOR TEA

Pour some sugar into your thumb tip and place the thumb tip onto your right thumb. This works brilliantly when you are just about to drink some tea. Present your fingers to the audience to show that they are empty. Take the tip off in your left fist, turn your fist upside down and by opening your index finger and thumb slowly you can control the release or flow of the sugar into your tea.



### 55 - SUGAR IS SWEET

Hold a sweet (caramel) in your left thumb palm (base of the thumb), hiding it from your audience. Place your thumb tip into your left fist. Pour some sugar into the tip, pushing all the sugar into your fist, using the finger and thumb of your right hand, finishing with your right thumb. Open your left fist and the sugar has turned into a sweet!



### 56 - THINKING SQUARE

Hold a sugar cube in your left palm, hiding it from your audience. Place your thumb tip into your left fist, pour some sugar into the tip, pushing all the sugar into your fist, using the finger and thumb of your right hand, finishing with your right thumb. Tell

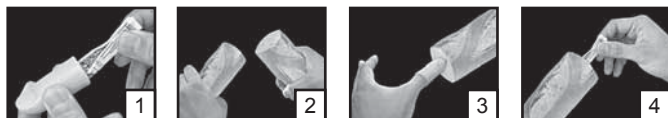


your audience that people always think you are a little square. Open your left fist and the loose grains of sugar have become a cube.



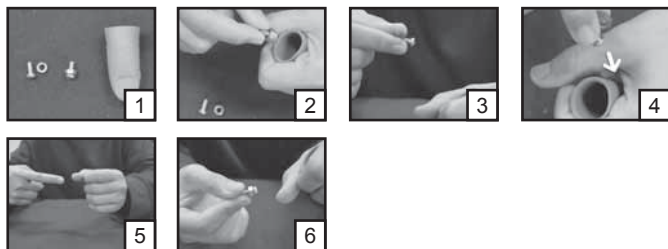
### 57 - TOO MUCH DOUGH

You need a large soft bread roll and a banknote. Put the note into your thumb tip, open up a bread roll and pull out the note! As you pick up the roll you push your thumb tip into the roll. Look as if you are going to break the roll open and pull out the note, complaining that the baker must have used too much dough!



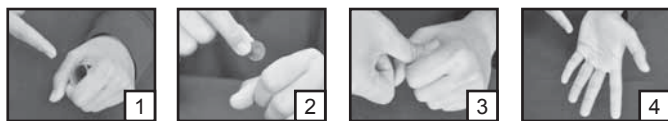
### 58 - TOTALLY SCREWED

To perform this trick you need two small identical short bolts and eight nuts. Screw four nuts onto each bolt and hold one in your left thumb palm, the other one you hand out to a member of the audience to take the nuts off. Place your thumb tip into your left fist, and take back the unscrewed nuts and bolt into your right hand. Push the loose items into your thumb tip, and when they are all in, reach in with your thumb and index finger, (putting your thumb into the tip) and pull out the bolt with the nuts on it again!



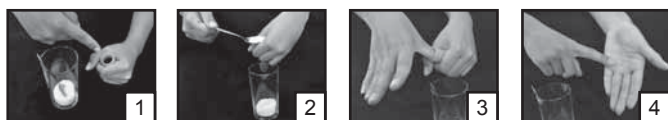
### 59 - VANISHING COIN

Use a small coin, five or ten cents. Hold the coin between your thumb tip and index finger, place the thumb tip into your left fist. At the same time use your index finger to slide the coin along the thumb tip and then into it. Push your right thumb back into the tip and "Voila!" the coin has vanished!



### 60 - VANISHING SALT

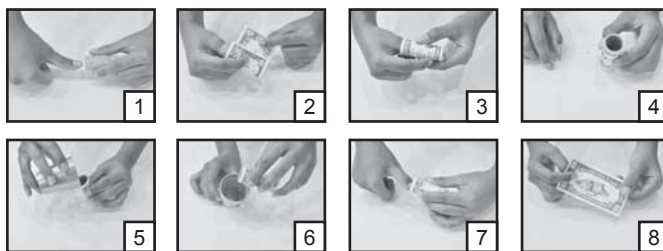
Pour some salt into your left fist (which is secretly holding the thumb tip) push the salt firmly into your fist using each finger and your thumb. Finish with your right thumb, put the tip back on and then extract the tip. Open your fist and the salt has vanished!



### 61 - WATERPROOF MONEY

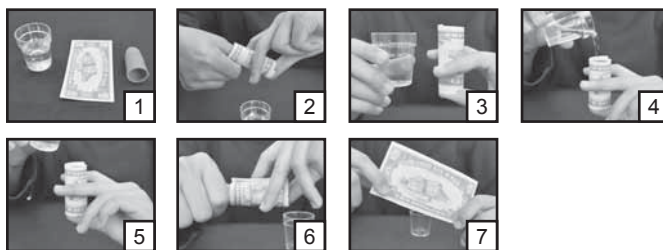
Roll a banknote (5 dollars note.), place it around your thumb tip (which is on your right thumb). With your left-hand fingers you press on the note and the thumb tip. Then you remove both the note and the thumb tip, pressed together, off your right thumb. Now say to your audience that both you and your money can hold a drink while pouring a little water into the rolled up note. Where has the water gone? Now just say you can hold it until

it's time to "go" and then pour the water back. Place your thumb into the rolled up banknote, into the thumb tip and hand the banknote out for inspection.



### 62 - DRY HANDS

Roll a banknote (example: \$5), place it around your thumb tip (which is still on your right thumb), press with your left-hand fingers on the thumb through the note and take the note and thumb tip off your thumb. Now pour a tiny little bit of water into your thumb tip, place your thumb into the thumb tip and show both sides of the banknote: the water has vanished! Simply say your hands were so dry they absorbed all the water.



### 63 - LINKING RINGS - THE BASIC TRICK

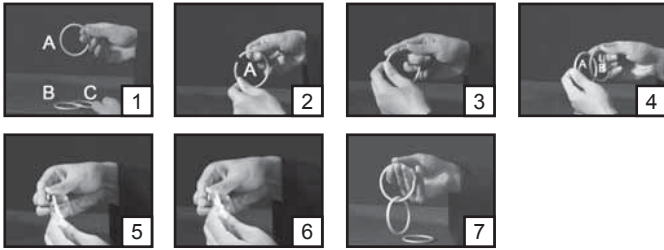
The magician shows, one after the other, three solid rings. In a magic way two of the rings link together and finally the third ring also becomes attached. However that is not all: slowly, and one after the other, all the rings become loose and free...For this trick you need three rings. One of these rings has been prepared and has a secret opening. (This ring we call the 'key' ring.) With this set of three rings you are ready for the performance. Anyhow, we think it is necessary to practice the trick several times before you execute it. The best way is to practice in front of a mirror, so you can see and control all the movements. Produce the three rings in the following way: First one normal ring. Take this ring in your left hand, between thumb, index finger and middle finger. Show the ring, "cleaning" it with thumb and index finger of your right hand. In this way you turn the ring at the same time. Throw the ring on the table and do the same with the other normal ring. Finally, take the prepared ring and cover the opening with thumb and fingers of your left hand. Now make the same movements, but without turning the ring. Though, also this time you do give the impression the ring is turning around. Then you take one of the normal rings in your right hand and pass your hand in front of the ring, which you hold in your left hand. Make some to-and-fro movements and push the ring through the opening. Your left hand must hide the movement. Let go of the ring and the spectators will suddenly see two rings, one hanging in the other. Take the other ring and repeat the movements: also this ring appears to be hanging in the first one. Show the chain of three rings, taking care to always cover the opening in the key ring. Now you are going to set the two rings free. Take one ring, turning it from below in an upwards direction. Then the ring is, between the index finger and the prepared ring and is easy to set free. You should execute all the movements without haste. Finally, you take the other ring in the same way away as the ring of the left hand. Show the three rings, but hold on to them. Never give the rings to your spectators to examine, or the trick might lose its effect!





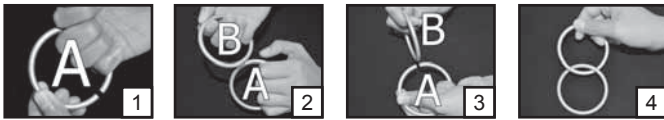
#### 64 - LINKING TWO RINGS BY RUBBING

Hold the solid ring (B) with the fingers of your left hand and the KEY ring (A) with your right hand. Put both your middle finger and your thumb just below the gap and place the index finger on the top to cover it without pressing. The tip of your thumb is also covering the gap. Show the rings separately; rub the rings against each other up and down placing the KEY ring on the front. Repeat these movements a few times before separating the rings. Rub the rings again but this time introduce the solid ring into the KEY ring and keep on rubbing the rings. Give the rings a blow and release B. Now the two rings are linked together.



#### 65 - LINKING TWO RINGS THROUGH HITTING

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



#### 66 - UNLINKING TWO RINGS

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



#### 67 - BEFORE YOUR EYES

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

#### 68 - THE RING AND ROPE TRICK

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

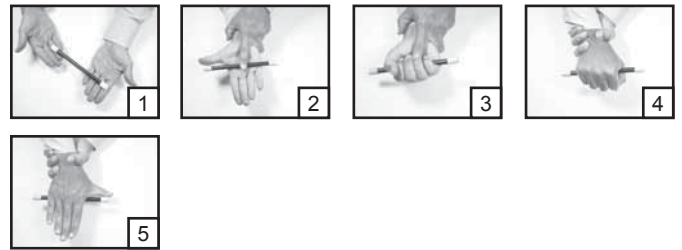
#### 69 - CHINESE RINGS

Take the 'key' ring with the small opening and another solid ring. Hold the solid ring in your left hand and the 'key' ring in your right hand with the fingers just above the opening. Hit the rings two times against each other and on the third time, move

the right hand fingers back so the opening of the ring is free. Now hit strongly against the solid ring. And the two rings are now linked together. Let the rings hang from your right hand which is again covering up the opening of the ring. To separate the rings, repeat the actions hitting the rings against each other and moving the finger as explained before.

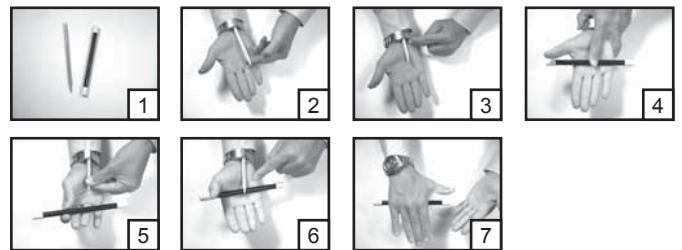
#### 70 - THE FLOATING WAND

Grab the magic wand in your left hand and with your right hand take a grip on the wrist of your left hand, placing the right hand index finger secretly on the wand in the left hand. Tell your audience that in order to execute this trick, you need a very steady hand and for this reason you are holding your wrist with your right hand. Tell them also that you are going to magnetize your hand and at the same time you secretly press your right index finger against the wand. The wand is now supported and when you straighten out the fingers of the left hand the wand will stick to its position. Move your hands up and down to make the illusion even more effective.



#### 71 - THE TRULY FLOATING WAND

When the previous effect has finished, tell the audience as they are such nice people you will explain the trick to them. Show the trick once more and reveal to them how you hold the wand. Ask them to remember it well and say that you are going to show them the trick again. When you do it once more, you take your index finger away and they will be surprised because the wand will still be floating... For this trick you need the magic wand from your magic set and a pencil (or a similar object). Place the pencil or similar object in the strap of your watch. Cover the pencil with your sleeve so only the tip of the pencil is showing on your wrist. You secretly slide out the pencil and hold the wand with it. Remind them, of course, one cannot take away the forefinger because the wand would fall down. Yet you prove to them the exact opposite!



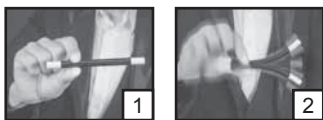
#### 72 - BELIEVE ME, THE WAND IS REALLY FLOATING!

The magician explains the secret one more time, and again surprises the audience. For this effect you need the magic wand, a pencil and the help of an adult. Ask the adult to put a nail in the centre of the magic wand, leaving the head of the nail out so that you can hold it between your middle and ring fingers. Paint the nail black. Say 'thank you' to your secret helper and you are now ready to continue. When you have performed the 'Truly Floating Wand', you ask the audience once again, if they want to know this second secret. If so, show them the hidden pencil and ask them not to tell anybody. Now say you will try it again but now with real magic, "using static electricity!" Rub your palms together quickly. Repeat the floating effect, taking out first the right hand and very slowly, turn the left hand so they can see that the wand is really floating without any support. Of course the audience must not see the head of the nail between your fingers. This is real magic, so this time, keep the secret to yourself!



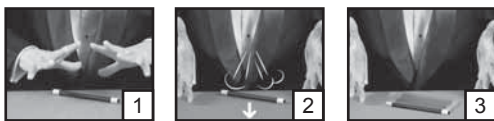
### 73 - SOFT WAND

How mental powers make the magic wand in your hand suddenly go soft. Hold the wand loosely to one side of middle, between the tips of your thumb and index finger. Then, quickly, move your hand up and down, holding the wand as loosely as possible. This will create the illusion that the wand is soft and flexible.



### 74 - SPOOKY MOVING WAND

Your audience must be situated at a certain distance from the table. In front of you on the same table, lies a magic wand. You make some magical gestures and... the magic wand starts to move magically... How? With the "magical gestures" of your hands, you distract everybody's attention from your mouth. Because you were blowing against the magic wand, it moved. You must perform this trick on a table without a tablecloth so the magic wand can easily roll down the table.



### 75 - THE AMAZING MAGIC WAND

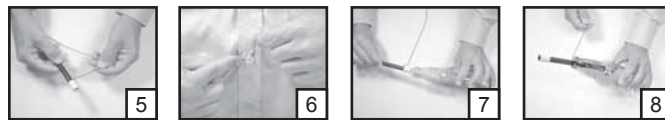
The magic wand floats by the fingertips of the magician... In order to demonstrate this effect you need a piece of thin black thread of about 70cm and the magic wand from your magic set. Take the thread and make a loop by tying a slip knot at one end. Now attach the other end around one of the buttons (preferably the top or an upper shirt button) of your shirt and let the loop hang down. Take the wand and secretly pass one end of the wand through the centre of the loop. Hold the wand in a horizontal position between both hands and move your hands forward tightening the thread. Say your magic words, open your hands and push the magic wand forward and at the same time roll the wand against the fingertips of both of your hands. The audience will be amazed to see the magic wand floating.

**TIP: It is better if you wear a black shirt or a shirt with many colours; try not to wear a white shirt when you do this trick.**



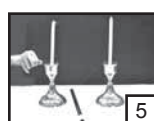
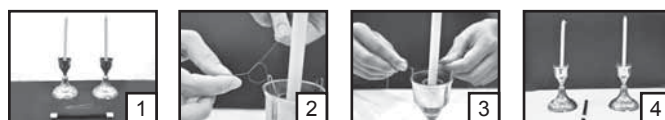
### 76 - THE MAGIC WAND IN THE BOTTLE

Take a piece of black thread and trap it under one of the removable ends of your wand. Tie the other end of the thread onto one of the lower buttons of your shirt or jacket. You will have to rehearse this to find the correct length and it helps if you wear dark patterned clothing. Drop the wand (thread end down) into your fist and by moving your fist away from your body (or vice versa), the wand will rise. You can drop the wand in a bottle and do the same trick. But you can also press the thread down between the bottle and your body whilst making a magic gesture and the wand will rise or jump out. In view of the audience, pull the wand apart and hand out all the parts for examination. The thread will have fallen away.



### 77 - THE GHOST WAND

The magic wand is put between two candlesticks. When the magician says some magic words, the wand will tap on the table! Secure a length of transparent nylon thread to one candle and lead the thread through a hole in the other candle (see pictures). Place them in the candlestick and as soon as you say the magic words, your helper must pull on the thread: then the wand will move and tap on the table.



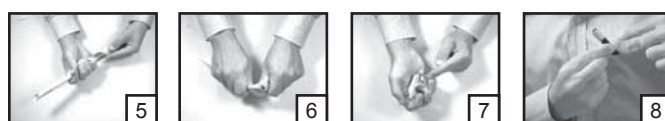
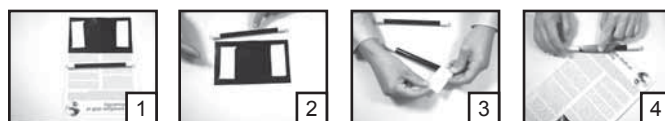
### 78 - THE MAGIC WAND TELLS THE TIME

At the beginning of the show, tell the audience that the magic wand has real magic powers and that you are going to prove it. Ask a spectator to think of an hour (an o'clock hour). Now take the magic wand and touch the spectator's head with it. Place an alarm clock close by and tell the audience: "Now every time I tap with my magic wand, you (the spectator) are adding one more hour to the one you have thought of, but when you reach twenty, you have to say <<stop>>." You will be counting in silence every touch you give and when you get to eight, you point with the wand at 12. Then count backwards until the spectator tells you to stop: the wand will indicate exactly the hour the spectator thought of. For instance: the spectator thought of 10 o'clock. You start counting 1, 2, 3 until you reach 8. Then, with the magic wand, you indicate 12. The spectator goes on counting and you count backwards. When the spectator counts 20 they will say <<stop>> and the magic wand will now be on the 10.



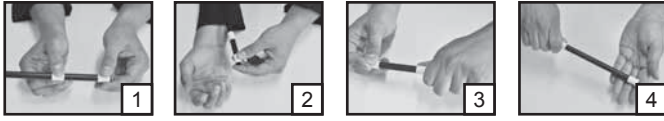
### 79 - THE TWISTED WAND APPEARS ENTIRELY

Make an imitation of your magic wand with black and white paper. It must be a good imitation, of course. In front of the spectators, wrap this imitation in a piece of newspaper. Crush this newspaper and your public is convinced that with the newspaper you have crumpled the wand. Now quickly take the genuine wand out of your pocket while at the same time you dispose of the crumpled newspaper with the imitation wand so the audience cannot inspect it.



### 80 - GROWING WAND

A small magic wand magically grows and grows until it becomes a normal magic wand! This is a very good trick to open your magic show. Slide one of the white ends along the wand while holding the wand in your closed fists as shown in the pictures. The remainder of the wand is hidden in your fist. Slowly move your hands upwards again, holding on to the white bottom end until the wand has reached a normal length again.

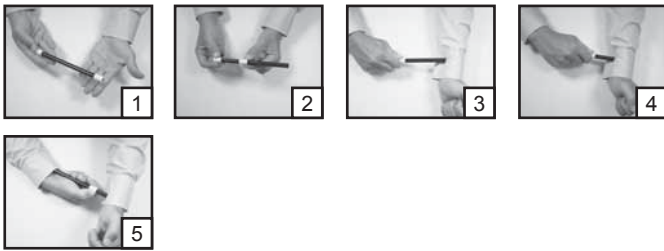


### 81 - THE GROWING WAND VERSION 2

Before you start, push one of the white ends up, so it is about one inch or 3cms away from the other end. Grip the pushed up white tip in the right hand making sure the rest of the black wand is hidden behind your right hand. Your audience will think you have a small wand. Take a red hanky with your left hand and hold it in front of the wand. Holding the top of the wand and the red hanky with your left hand, slide the bottom white tip down until it reaches the end of the wand. Remove the hanky and the wand is now twice as big!

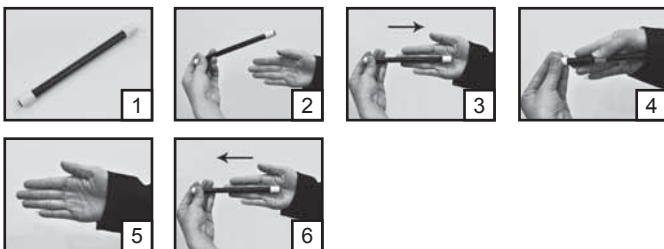
### 82 - THE UNHARMED SPECTATOR

The magic wand is pressed against a spectator's arm. It looks like it is passing through the arm, but the spectator does not seem to be hurt. You must withdraw one of the white ends of the wand and move it in the opposite direction. Take the end of the wand where now the two ends are, in your hand. The other end is pressed against the spectator's arm. Now you must move the drawn end to the opposite side again. At the same time you must slip the magic wand inside your sleeve (without being seen). It seems to the audience that the wand has penetrated the spectator's arm.



### 83 - THE WAND GOES THROUGH

Hold your wand and place it against something solid whilst holding the white sliding tip ready to slide. Now cover the other white tip with your other hand by grasping the wand all the way round as if to hold the wand steady. Now push the tip and as it slides along the wand behind your fist and wrist. Now reverse the action and it will look as though you have pushed the wand into something solid and pulled it out again.



### 84 - THE APPEARING WAND

Cut a slit in the bottom of an old purse. (Of course you have to ask your parents to see if they have an old purse you may use.) The wand is in your left sleeve. Show the purse empty and place the purse in such a way that one end of the wand sticks through the slit. With your right hand push the wand apparently out of the purse.

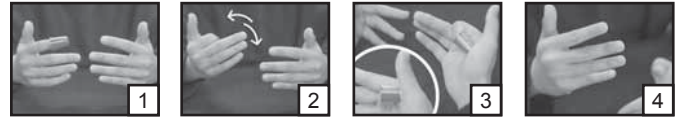
**TIP: This trick can also be done with an empty matchbox of which you cut out one of the short sides of the sliding part!**

### 85 - PENCIL PRODUCTION

Put a pencil inside your magic wand. Before your performance. Nobody must know this! Then take the wand with your right hand and tap with it on your left hand, so the audience can see your empty left hand. Take the wand in the left hand and let the pencil slip into the palm of this hand. Now show your empty right hand: now the audience will have seen that both your hands are empty. Take the magic wand in your right hand, tap on the left hand, say some magic words and open your left hand, producing a pencil.

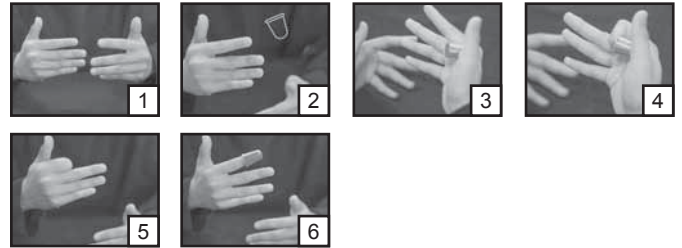
### 86 - THIMBLE MAGIC - THE BASIC TRICK

The 'Basic Trick': This piece of "sleight of hand" should be practised until you can do it every time without really thinking about it. It forms the basis of all thimble magic. Take one of the smaller thimbles and put it on the index finger of your right hand. Keep the back of your hand towards the audience and your index finger pointing to your left. With a slight up and down "throwing" motion of your hand, curl your fingertips in towards your palm, and at the same time lower your thumb in the direction of your middle finger. The thimble on your index finger slides along the top of your thumb and when it reaches the base of your thumb, raise your thumb back to normal and straighten all your fingers, leaving the thimble gripped in the soft flesh at the base of the thumb where it cannot be seen by the audience. Apparently you have "thrown" the thimble into the air and it vanished. Practice this move slowly at first and speed it up as you go along by practicing it as much as possible.



### 87 - THIMBLE FROM AIR

This is the exact opposite move of the 'Basic Trick'. With a thimble hidden in the base of the thumb reach into the air and produce it on your fingertip. To be really good you should learn the thimble tricks with both hands!



### 88 - HAND TO HAND

This is the 'Basic Trick' again but in a new guise. Variations are always useful to help baffle your audience. NEVER do the same trick over and over again as it gives the audience a chance to discover the secret if they know what is going to happen next. For this trick have the thimble on the index finger of your right hand as in the 'Basic Trick'. Your hand should be pointing to your left just in front of your chest. As your left hand comes up to 'take away the thimble' let the fingers of your left hand cover the index finger that has the thimble. Quickly do the 'Basic Trick' move but without the up and down throwing motion and as your left hand moves away (apparently having grabbed the thimble and holding it), let your right hand drop naturally to your side. FOCUS ONLY ON YOUR LEFT HAND THROUGH ALL OF THIS ACTION. Now have the thimble disappear, either by 'throwing' the (now invisible) thimble away with your left hand or slowly 'crumble' it with your fingers into nothing. Now do the 'Thimble From Air' move to have it reappear on your forefinger again!





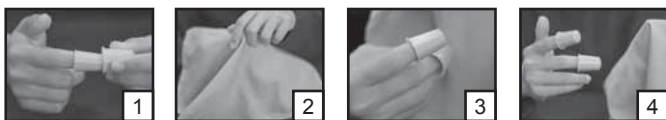
### 89 - JUMPING THIMBLE

With the thimble on your right hand's MIDDLE finger, extend your left hand palm-upwards. Place your right hand's index finger and middle finger flat onto the palm of the left hand. Now very quickly raise your right hand and slap your left palm with your right hand fingers but at the same time bend your index finger and extend your middle finger. Do it again reversing the action of the fingers and the thimble APPEARS to jump from one finger to another and back again.



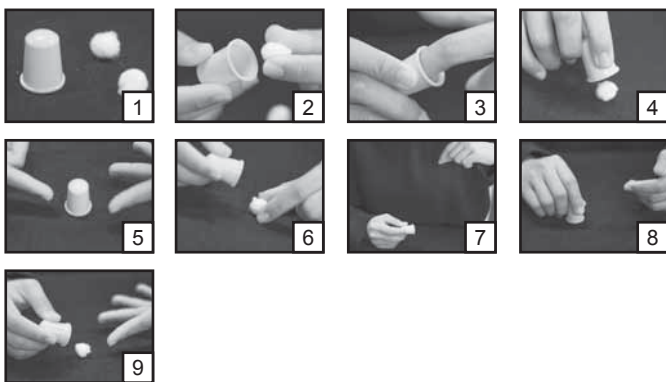
### 90 - ONE THIMBLE TO TWO

Start with a small thimble on your right index finger and a large thimble of the same colour on top of this. Your audience will think you just have one. Take a hanky in your left hand and hold it in front of your right hand. While it is in front remove the larger thimble and place it onto the middle finger. Take away the hanky and the audience now sees two!



### 91 - RETURNING PAPER

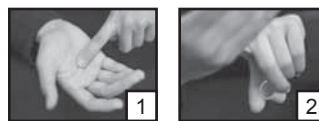
Underneath a thimble you put a little paper ball. You lift the thimble and take away the ball. You put the thimble back on the table and the paper ball in your pocket. A tap with your magic wand on your pocket and on the thimble and when you raise the thimble again: the paper ball came back under the thimble. To perform this trick you will need one thimble, two little paper balls of the same size and your magic wand. Secretly, you hide one of the little paper balls in the thimble beforehand, don't worry, it won't fall out as long as it is a little bigger than the bottom of the thimble: see the picture below. Place the other paper ball on the table and hide it under the thimble. You raise the thimble with your right hand and show the little paper ball underneath, put the thimble back a little bit further, tapping it on the table, this will enable the second little paper ball to drop down. Take the first paper ball that is on the table and put it in your pocket. Give a tap with your magic wand on your pocket and then on the thimble. Now show the audience that the paper ball has reappeared under the thimble!



### 92 - THE REALLY JUMPING THIMBLE

Put the thimble on the middle finger as before, but this time as you raise and lower your right hand, grip the sides of the thimble with your ring finger and thumb. Now you will be able to remove your middle finger out of the thimble and insert your index finger, and of course, now the thimble is REALLY on the other finger. You can make the thimble jump onto all your fingers, if

you practice gripping the thimble in all sorts of different ways. See if you can work out your own handling. Don't forget in all this jumping, you can also 'vanish' the thimble and bring it back on a different finger using the 'Basic Trick'...



### 93 - THROUGH THE KNEES

If you have practiced the 'Basic Trick' with both hands you are ready to do this effect. Vanish the thimble using the 'Basic Trick' and say it has gone into your pocket. Reach into your pocket and while keeping the first thimble in your thumb palm, bring out a second thimble on your fingertip. Transfer it onto your left index finger and put both hands down the side of your legs at knee level, fingers pointing downward. Rapidly move both hands a few centimetres outwards and then inward to tap the outside of your knees. As you do this, perform the 'Basic Trick' with your left hand and the 'Thimble from Air' with your right. The thimble appears to jump from one hand to the other.



### 94 - WHICH THIMBLE IS CHOSEN?

Note and adjust the colours according to the colour of the thimbles included in your magic set. Prepare a small card beforehand by writing on it the word "YELLOW" and on the other side the word "PINK". Put this card in a non-transparent envelope and remember which side is towards the flap. On another card you write the numbers 1 - 2 - 3 - 4 and you show the four thimbles. Arrange the thimbles on the numbers: A pink thimble on the 1 and on the 2, the yellow ones on the 3 and 4. Have someone say a number from 1 to 4. Let us look at the possibilities:

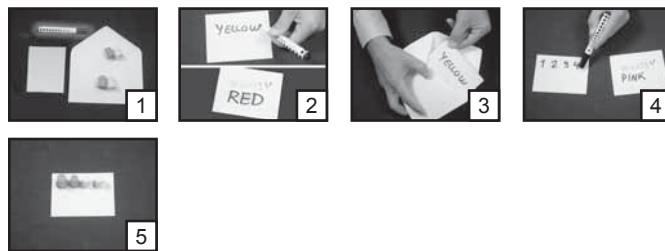
If they say 1, lift the pink thimble and n° 1 will become visible.

If they say 2, start counting from the left and you will end on the pink thimble.

If they say 3, start counting from the left and you will end on a yellow thimble.

If they say 4, start counting from the left and you end on the yellow thimble.

No matter which number is chosen, you are always able to end on a pink or a yellow thimble. Now open the envelope with the chosen colour towards the audience and remove the card showing your "prediction". Pretend to "fumble" inside the envelope as you remove the card and the audience will think there are more cards inside. Let them look in the envelope as you put the rest of your props away.



### 95 - COLOUR CHANGING THIMBLE IN A HANKY

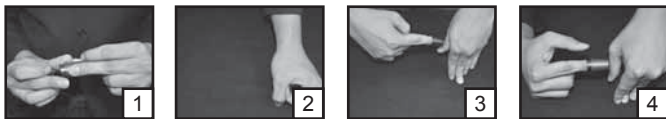
Cover your left fist with a hanky and beforehand secretly tuck a large thimble into your fist. To perform the trick, show a small thimble (different colour from the large thimble) on the index finger of your right hand. Place it under the hanky and place it in the larger thimble. Remove the hanky to show the thimble has changed to a different colour!





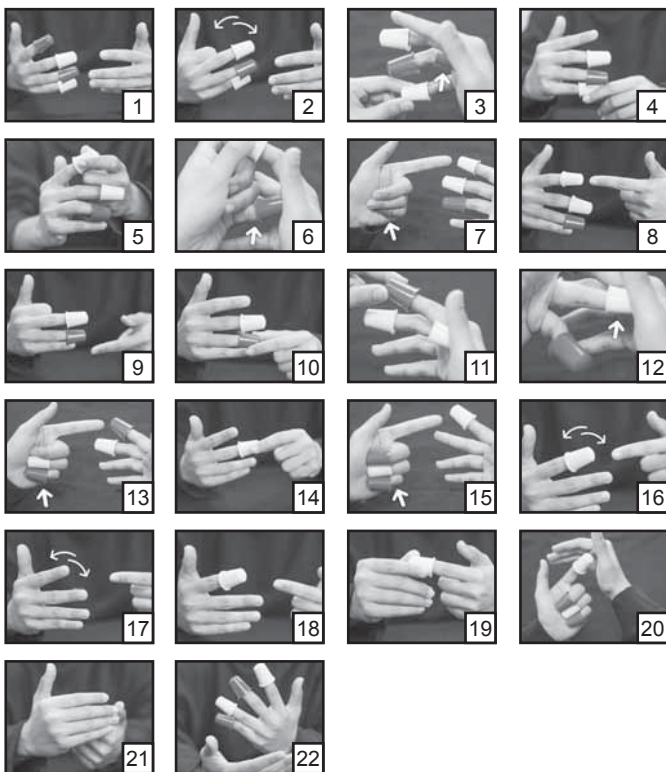
### 96 - COLOUR CHANGING THIMBLE IN FIST

This is the same trick as described previously, but instead of using the hanky you just use your fist. Push the small thimble into your left fist, open your fingers and show the change of colour.



### 97 - THE APPEARING THIMBLES

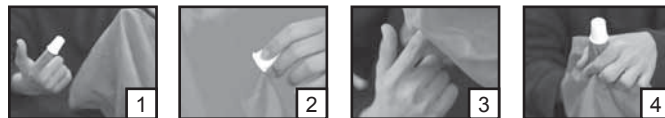
This trick requires considerable practice. Beforehand you place a thimble on each of the four fingers of your right hand. Make the thimble vanish off the index finger by trapping it at the base of the thumb and index finger. Extend the index finger again; it is now empty. Bring your left hand to your right hand and take the thimble of the little finger and place it on the index finger. At the same time slip your left index finger into the hidden thimble and 'steal' it. You can now show the audience that you only have three thimbles on the right hand and you can show them the back of the left hand. Now hide the index finger of the right hand again and put the thimble at the base of the thumb. Bring your left hand to your right hand and put the hidden thimble on your third finger. Hide your third finger, and put the thimble from your right hand second finger at the base of the thumb. Then bring your left hand over again and put the hidden thimble on your left hand second finger. Now hide the last thimble you have in your right hand by making a trapping move and put it on the little finger of the left hand. Now show the audience all thimbles have appeared on the fingers of your left hand.



### 98 - THE PENETRATING THIMBLE

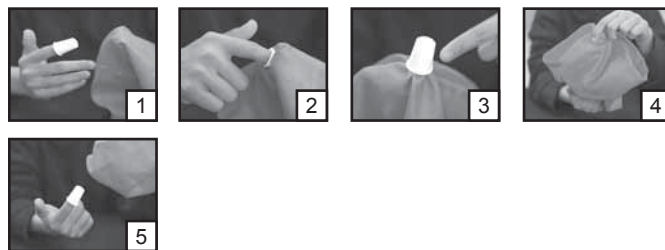
Fold a handkerchief so that it is not exactly in half. Put a thimble on your right forefinger and put your hand up inside the fold. Show the audience both sides of the hanky so they see the thimble is trapped. Remove the thimble once more. Now apparently put the thimble back up inside the hanky but instead, your middle finger goes inside and the thimble goes up the outside while your left hand grasps it through the cloth,

allowing you to remove your index finger and insert your middle finger. Curl your index finger down, remove your left hand, while you hold the silk on top of the thimble with your right thumb and the thimble will stay covered. Done smoothly and quickly this 'move' should look exactly like the first time you put the thimble under the hanky. Now give a slight pull on the silk with the left hand. Apparently the thimble pops up through the hanky...



### 99 - THIMBLE THROUGH HANKY

Secretly have a small thimble on your right first finger, cover it with a red hanky and place a large thimble of the same colour on top of the hanky with the small thimble underneath. Show the audience a thimble on a hanky, gather up the four corners with your left hand and pull. It will look like the thimble has penetrated the hanky!



### 100 - ROPE AROUND THE LEG

Take the rope from your Magic Tricks Box, sit down on a chair and throw the ends over your lap. Pretend to cross both ends under your legs, but in reality you tuck the ends around your legs. Let the right end appear on your right leg and the left end on your left leg. Tie a knot in the rope. Pull on the knot: your lap remains undamaged while the knot is still in the rope.

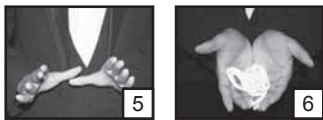
### 101 - THE HOUDINI TWO ROPE ESCAPE

Here is how one of Houdini's famous rope escapes works. Take two white ropes which are about the same length as your own height. Tie rope A to rope B in the middle by using a little piece of white cotton sewing thread. Hold the ropes in the middle and start your presentation by telling the audience that you will attempt to do one of Houdini's famous rope escapes. Invite two spectators to help you on stage and let them face the audience. One should be positioned to your right side the other to the left. Now place the hand that is holding the ropes behind your back so that the ropes are hanging to the floor. Now unseen to the audience you will give the spectator to the left two ends of the same rope and the spectator to the right the two ends of the other rope. Now behind your back rope A and rope B are held together by the piece of cotton thread. Ask for one of the ends of the rope from the person to your left and one of the ends from the person to your right. Tie these two ends together with a single knot and give the end which was originally from your right to the person on the left and the end which came from the left to the person to the right.

### 102 - THE APPEARING ROPE

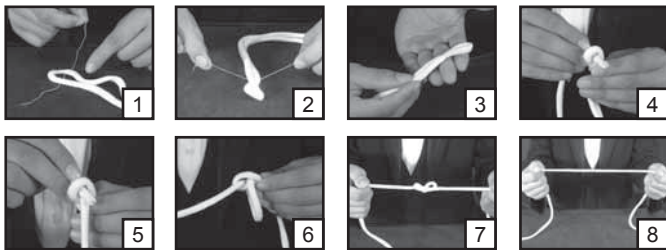
The magician's hands are empty. Suddenly a piece of rope appears in their empty hands. Tie the piece of rope, which you find in your magic set, into a small bundle and attach a long black thread to it. Tuck the bundle of rope under the collar of your jacket behind your neck and attach the other end of the thread to the top-button of your jacket (your jacket should be buttoned up for this trick). Show your audience your empty hands. With a flourish, slip your thumb behind the thread and by bringing your hands forward quickly, the rope will suddenly appear.





### 103 - THE DISAPPEARING KNOT

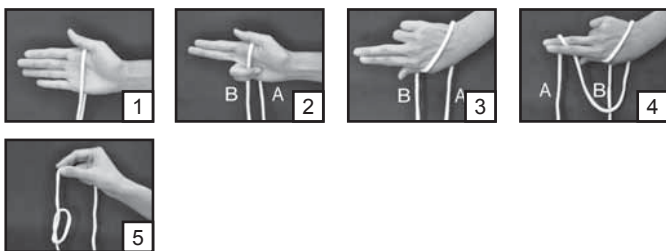
Before performing this trick, tie a piece of white thread around the rope, so a small loop is formed in the middle of the rope. Cover this thread with your fingers. Pass one end of the rope through the loop and back again through it. It will look as if you have tied a knot. If you pull on the two ends at the same time, the thread will break and the knot will disappear. Of course you must make sure that your fingers cover the white thread when you pick up the rope to "tie the knot".



### 104 - FLASH KNOT

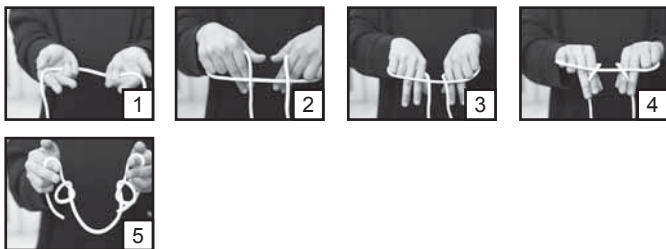
Show off your ability by making a knot with one hand... Place the centre of the rope over the palm of your right hand. The hanging end of the rope close to the thumb we call "A," and the hanging end close to the index finger we will call "B". Now you are going to do two moves at the same time. Close the little finger and ring finger holding the rope against the palm of your hand. Turn your hand over palm down and with your index and middle finger, catch the end of the rope "A". With your hand still palm down, release the little and ring fingers and a knot will be made in the centre.

**TIP:** When you release the little and ring fingers, do a slight shake upwards with your hand so you help to make the knot.



### 105 - DOUBLE KNOTS

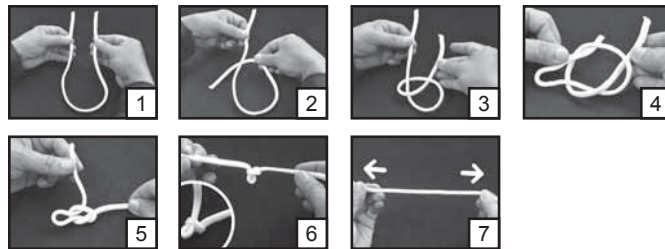
How to make two knots in a rope, while always holding it by the ends... In order to do this trick, you first have to practice the 'Flash Knot' trick. Can you do it? Ok, now we continue. Hold the rope between your hands palms up, not too close to the ends. Make the same movements you did when making a Flash Knot with one hand but this time use both hands at the same time and you will make two knots in a very spectacular way.



### 106 - KNOTS AND NO KNOTS

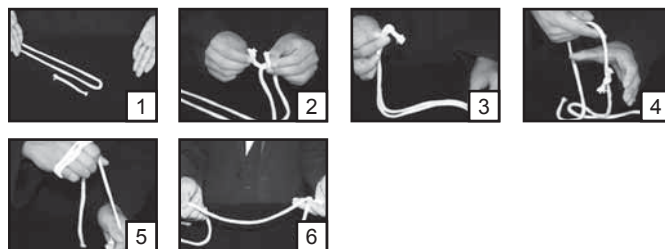
Take the rope and make a knot by passing the right end of the rope over the left end and back through the loop. Then pull on both ends, but without tightening the knot. Now make another knot, but this time pass the left end over the right end and pass it through the loop. Now from the outside to the inside, pass the

right end through the lower loop of the knot and then you pull it out forward, out of the lower loop and then pass it through the upper loop from your side. Pull on the two ends of the rope and the knot will disappear.



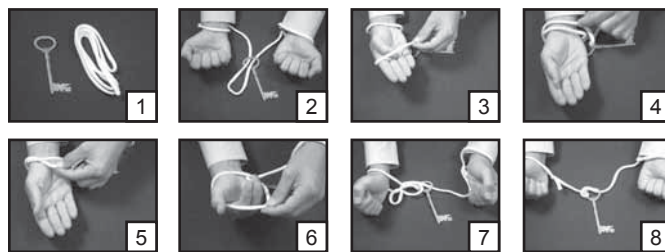
### 107 - ANOTHER DISAPPEARING KNOT

You show two pieces of rope, tied together with a knot. In reality it is one piece of rope, with an extra, small piece of rope tied around it, so that it looks like two pieces of rope. You coil up the rope, slip the knot into your right hand, where you secretly keep it (be sure the knot, made with the small piece, is a rather loose knot, which enables you to move it easily). Then take the magic wand out of your pocket and hide the small piece in the pocket at the same time. Next, show the audience the rope has become one piece.



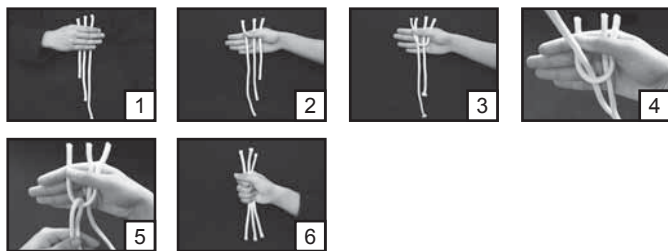
### 108 - THE KEY AND THE ROPE

You must practice this trick until it's perfect before performing it to an audience. A spectator makes two loops in the ends of the rope and passes them over the hands of the magician. (The loops shouldn't fit too tightly). The rest of the rope hangs between the two hands. Now the magician takes the rope in the middle, forms a loop with it and passes the loop through a key and over the right hand and in front underneath the loop on the right wrist. Finally, they pass the loop over the right hand's fingers and when the magician pulls the two ends of the rope, the key is hanging locked on the rope.



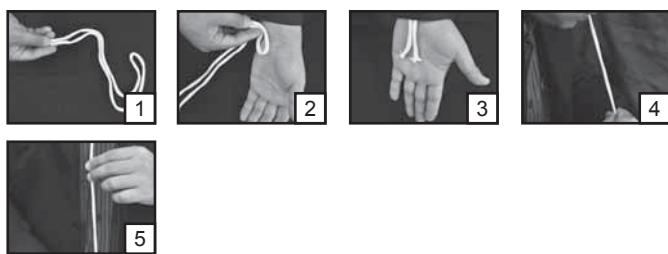
### 109 - THE PROFESSOR'S NIGHTMARE

For this trick you need three pieces of rope in the following lengths, 60, 40 and 20cm. Take the ropes in your left hand, between your thumb and index finger. (The shortest piece to the left, the longest piece to the right). Now, pick up the lower end of the shortest rope (rope No.1) and put it also between your thumb and index finger, beside the longest rope (rope No.3). This rope becomes rope No.4. Place the end of rope No.2 beside No. 4 and this now becomes rope No.5. Likewise, place the lower end of the rope No.3 beside No.5. Thus, six ends protrude now from your left hand. With your right hand take the ends 4, 5 and 6. Your audience will see that the pieces of rope are still of different lengths. Now, bring your right hand near to your left, but without being seen exchanging ropes 4 and 3 (it is essential No.4 goes behind No.3 and not in front of it) and if you pull all the ends, the ropes will now appear to be of equal lengths. The loop of the shortest rope should be hidden behind the fingers and palm of your right hand.



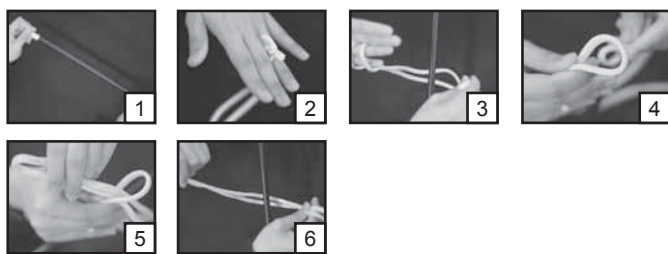
**110 - ROPE FROM THE MOUTH**

Before the performance you place a long piece of rope inside your left sleeve. Put a small piece of the same kind of rope in your mouth with one end between your teeth, the other end hanging outside. Now you are ready to perform. Bring your left hand up to your mouth and cover the short piece completely. Bring your right hand up immediately and reach behind your left hand and pull the long rope out of the sleeve, through the left hand fingers, S-L-O-W-L-Y, and it will look as though you had the long rope in your mouth. As the end comes out of the sleeve keep hold of it with the left hand and this will help to conceal the short end you have, by now, pulled out of your mouth.



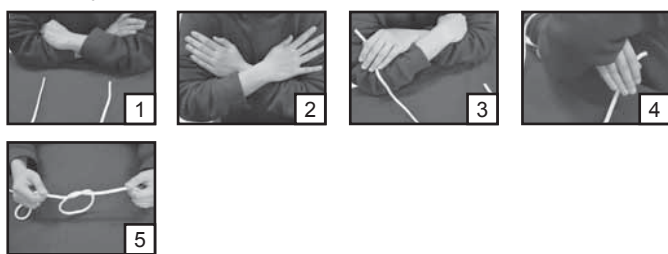
**111 - ROPE THROUGH WAND**

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



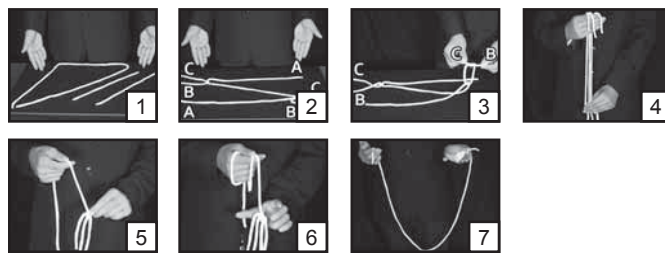
**112 - THE IMPOSSIBLE KNOT**

Can you make a knot without letting go of the end of the rope? Your audience will say that it is impossible, but watch this! Cross your arms and put the rope, uncoiled, in front of you on the table. With your left hand you pick up the right end of the rope and at the same time you take the left end with your right hand. Then unfold your arms and "slide" the loop on the table: suddenly the knot appears.



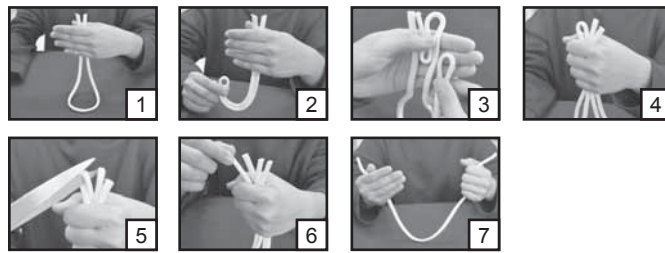
**113 - ANOTHER PROFESSOR'S NIGHTMARE**

You need a length of rope and two other little pieces of the same kind of rope. Before you start, place the longest rope in a "Z" form on a table, and put the two small ones in the loops of the long one (the bends of the Z). Now pick up the rope in both hands, holding the ends of the small pieces and one end of the long rope in each hand. You are now ready to start your performance. Holding the three pieces of rope as shown, it will look to the audience as if there are 3 roughly equal lengths of rope. Now reach over with your right hand and loosely knot the two ends of the short rope that you are holding in your left hand. When you have done this, do the same with the short rope in your right hand. At all times the audience should only see this as 3 equal lengths of rope. It will appear to the audience that you have now tied together three separate pieces of rope. In your left hand hold the end of the long rope between your thumb and your index finger and drop all the other pieces of rope from your left and right hand. It will appear to the audience that the '3' pieces of rope are tied together. Now make a loose fist with your right hand around the rope just below your left hand and run your right hand down the length of rope. Leave the two loose knots in your right hand fist. Now you can hold the rope by both ends, showing your audience how 3 pieces of rope have turned into just 1 piece. Remember to keep the 2 short knotted ropes hidden in your right hand fist.



**114 - THE STRING CUTTING TRICK**

How to cut a string in two, but still ending up with one string? For this trick you can use the rope from your magic tricks box, but if you don't want to cut it, then use any other piece of normal rope or string. Take a piece of string of approx. 30cm. Show your audience that this is one length of string. Hold the string with the ends between thumb and fingers of the left hand, bring the hanging loop up behind the palm of the left hand, not to be visible to the audience. With the thumb and forefinger of the right hand now facing the palm of the left hand, quickly pick up the right hand string and slide it through the loop on the right side. The string should form a small loop sticking out the bigger loop. Ask a member of the audience to help. Let them take a pair of scissors and cut across the small loop. The audience will believe that the string, which was in one length, has now been cut in two. Let the right hand and left hand ends fall, giving the impression that the string is now in two parts since you have four ends. With a quick flourish pull the string through the thumb and finger, leaving at the same time the small piece of string in the left hand. Dispose of the small piece discreetly and allow the audience to inspect the full length of string.

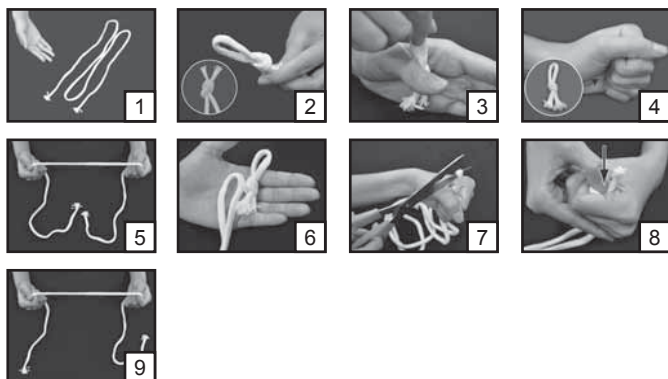


**115 - THE RESTORED ROPE**

Take the magic rope and show it to the audience: It looks like is a normal rope. Have two spectators help by holding each an end of the rope while you hold the middle. Cut the rope in the middle. As you release it, your audience will be surprised to see that nothing has happened to the rope. Before the presentation, cut a piece off of the rope approx. 8cm. in length. With this

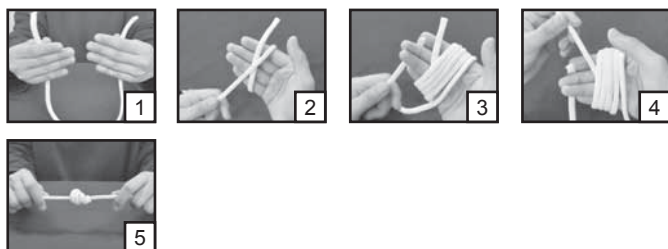


piece, make a little loop, which you hide in your left hand, between your fingers. Now let the audience examine the rope and have the two spectators hold up the ends, hold the rope by the middle and pretend to crimp the rope to make a loop where you will cut the rope; however, you actually hold up a loop that you have hidden in your left hand. Your hand must be in a fist. Now, proceed to cut the bow and carefully hide the pieces again in the palm of your left hand. The audience will be surprised to see that you still have the entire rope in your hands.



### 116 - MAGIC KNOTS

Make loops by holding the end of the rope. Grip A in your left hand and coil the rope with your right hand. Take the coil onto your right fingers from the left and grip A with your right fingertips. Pull A to the right as your left hand pulls B to the left and knots appear along the rope.

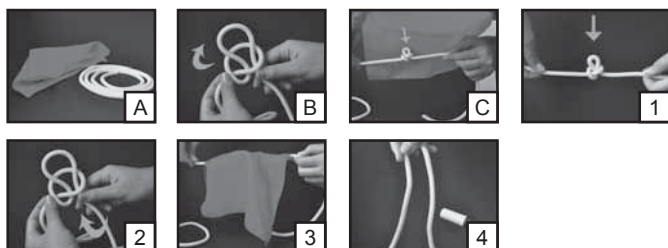


### 117 - ROPE LENGTHENING

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

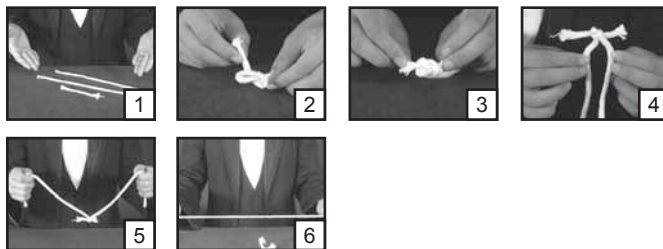
### 118 - THE MYSTERIOUS KNOT

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



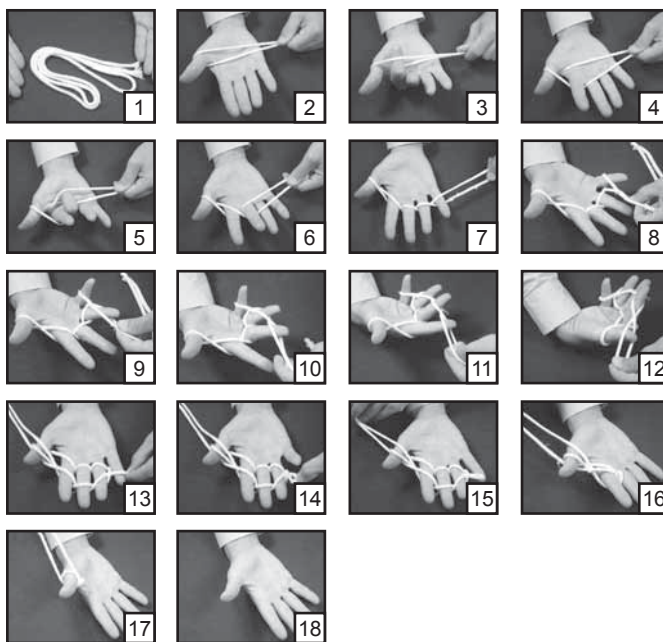
### 119 - THE JUMPING KNOT

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



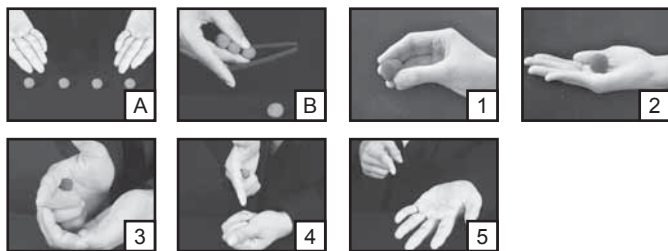
### 120 - HOUDINI FINGERS

Houdini was a very famous escape artist and in this trick your fingers escape after being tied up. Put the rope over your left hand and then lift the loop from behind your hand and bring it through your fingers and behind your thumb. Don't let go with your right hand because you now make a half-twist in the opposite direction as you bring the rope back across the hand, behind the thumb and put one strand behind your index finger. Now you can let go with the right hand and use it to lift the ropes off your thumb and put them through the gap between your middle fingers. Your fingers look well and truly tied up. There is a single strand of rope across your palm, pull it! Houdini couldn't escape better!



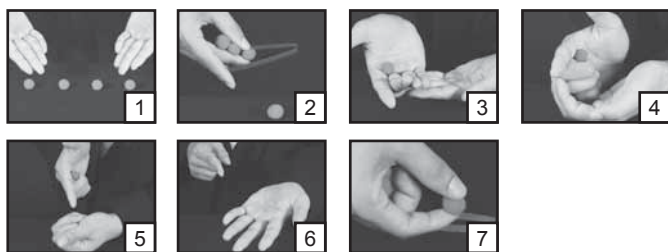
### 121 - A COTTON BALL DISAPPEARS

This is the basic trick and you should be able to execute this movement perfectly before you perform it to an audience. The proper performance of this move is very important. Otherwise it is possible that your audience could realise that you really retain the cotton ball in your right hand. In this trick you'll need four cotton balls. Before you perform you must place three cotton balls in your right trouser pocket and the other one in your left trouser pocket. Grasp one of the cotton balls from your right trouser pocket. Show the ball to the audience. Place the cotton ball at the base of your right palm between the second and third fingers. If you cover the left hand with the right hand palm down, your audience now thinks that the cotton ball is in your left hand so close the left fist. Move your right hand away (the cotton ball is inside). Casually point your index finger towards your left hand. Open your left fingers one by one. The cotton ball has vanished from your hand!



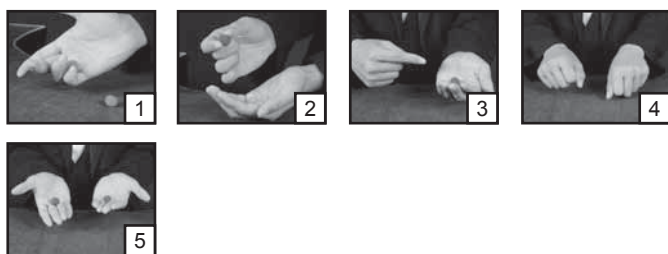
### 122 - FLYING TO THE POCKET

Continuing the 'Cotton Ball Disappears', explain to your audience that very often, when a cotton ball disappears, sometimes it reappears in your trouser pocket. Reach into your right trouser pocket (be careful not to drop the 'vanished' cotton ball) and grasp again one cotton ball. Now you should have two cotton balls inside your hand. Keep one of them hidden. Open your hand and show to the audience how the cotton ball had reappeared from your hand to your trouser pocket.



### 123 - IN WHICH HAND?

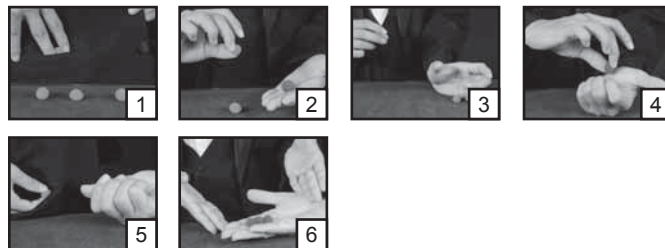
Now you have already completed the 'Flying To The Pocket' trick, you are ready to do the follow-up. Hold one cotton ball at your fingertips and the other cotton ball secretly hidden in the finger palm. Place the cotton ball into the palm of your left hand. Then, close your left hand and hold it palm up, make the same movement with your right hand but hold it palm down. At this point, the audience thinks you're only using one cotton ball which is the one in your left hand. Cross your hands and strike both fists together several times. Now, ask a member of the audience in which hand they think the cotton ball is. Probably they will answer the left hand. Uncross your hands, open your left hand revealing that the cotton ball is still there. Now open your right hand, another cotton ball appears! Explain to the audience that you can make one cotton ball multiply into two.



### 124 - FROM HAND TO HAND

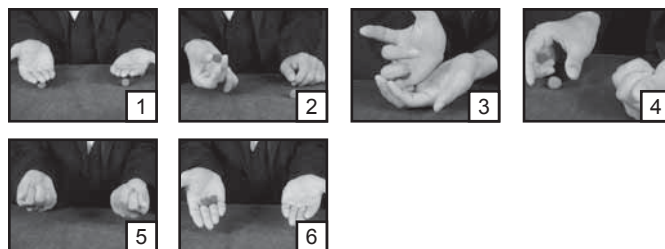
You require four cotton balls for this routine. One cotton ball is placed on the table, the second one should be between your right fingers and the third one is held secretly in your left hand palm. The fourth ball you keep in your trouser pocket. Focus all the attention on your right hand; while you do this, place your left palm hand down on top of the cotton ball that is on the table and grasp the two balls as one. You should now have three cotton balls in your hands, but the audience will think that you have only two. Transfer the two cotton balls in your left hand to your right hand, so all the cotton balls remain there. Move your right hand towards the spectator and ask them to open their hand and place all of the cotton balls in the hand of the spectator. Wait until their hand is completely closed before releasing your fingers. At this moment the spectator has the three cotton balls in their hand. Reach into your right trouser pocket and grasp the fourth cotton ball and show it to the spectator. Explain you will pretend to pass your cotton ball to theirs. Execute the basic

trick then show the spectator your empty left hand, they don't know that you have a hidden cotton ball in your right hand. Ask them to open their hand and the cotton ball has made an invisible journey and passed from your hand to their hand.



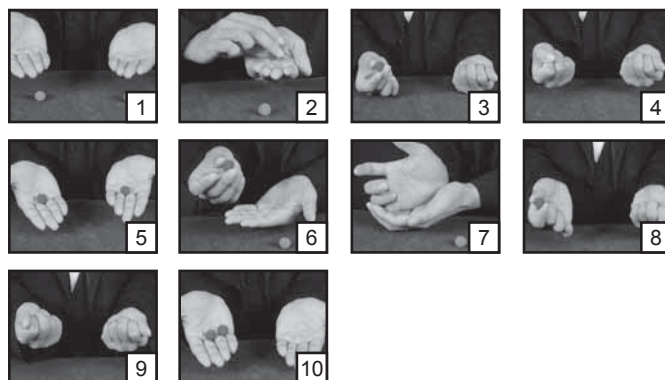
### 125 - INVISIBLE TRAVEL

Put a cotton ball on the table and the other one into your right hand holding it palm up. Now pretend to pass the cotton ball to your left hand but what you are really doing is the basic movement. It's very important you have to remember that every time you perform this vanishing trick, your left hand should be closed. Now, take the cotton ball that remains on the table and place your palm directly on top of it. Take care not to make your audience pay attention to this movement. Now both cotton balls can be picked up together as if they are only one cotton ball. Ask a spectator to open their right hand and place the cotton ball (both) in the spectator's hand and say "Here you have one cotton ball while I hold the other one". Now ask them to close their fist (removing your finger). Say to the spectator that you have magical powers and that your cotton ball will make an invisible journey from your hand to their fist. Make magical movements and open your fingers slowly, one by one. Surprise! Now the spectator opens their fist, confused, how could you do that?



### 126 - TWO IN A HAND

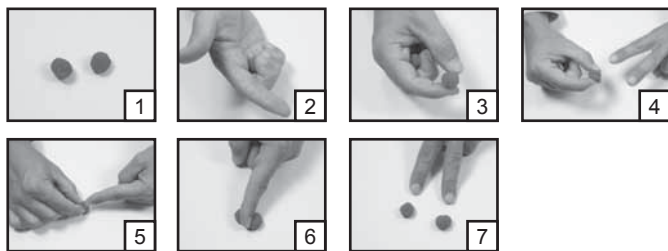
After you have performed the previous trick, take the two cotton balls from the spectator and place them on the table slightly apart from one another. Put your left hand over the cotton ball to the left with the back of your palm on top of the cotton ball. With your right hand pick up the right cotton ball and hold it in your right palm. Without lifting your left hand from the table place the cotton ball into your left palm, close your fist and say: "Now the cotton ball is in my left hand". Now raise the left fist off the table and take the second cotton ball that remains under your left hand and say: "Now the cotton ball in my left hand is in my right hand".



### 127 - SAWING A COTTON IN HALF

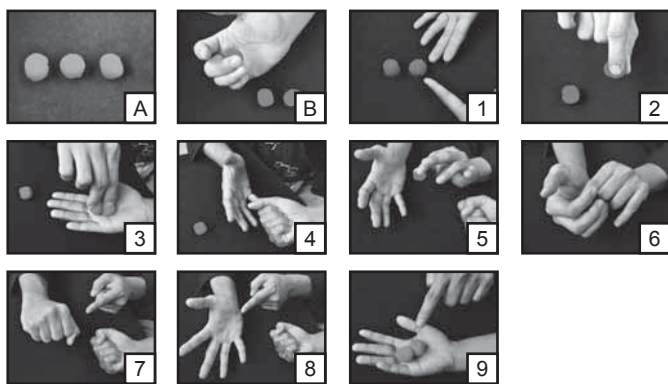
Have one cotton ball secretly hidden in your hand and in the same hand openly show the other cotton ball. Place them both

together on the table and press them down with your first finger. Roll your finger up and down over the cotton balls as if sawing them in half. Lift your finger off and you will have made two.



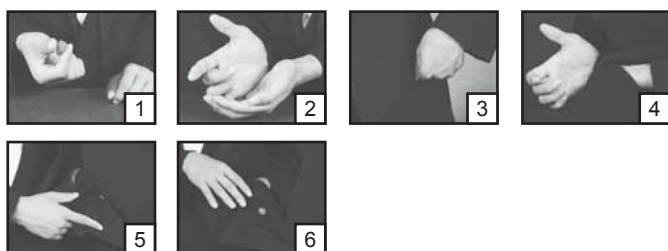
### 128 - THE MIRACLE OF THE TWO COTTON BALLS

Put two cotton balls on the table and hide a third one, secretly and unseen, in your right hand. Ask a spectator to choose one of the cotton balls on the table and pick up that cotton ball with your right hand. Place 'it' (in reality you squeeze 2 cotton balls together, the hidden one and the chosen one) in the right hand of the spectator. The spectator thinks that they have only one cotton ball in their hand. Take the other cotton ball from the table with your left hand and act as if you put it in your right hand, but in reality, the cotton ball remains in your left hand. Open your right hand and ask the spectator to also open their hand; the cotton ball from your hand has disappeared and has magically appeared in their hand.



### 129 - THROUGH THE MATTER

For this trick you need to be standing up. Continuing from the previous trick, place one cotton ball on the table and take the other one with your right hand. Now execute the vanishing movement. Actually the cotton ball is still in your right hand but your audience thinks that it is now in your left fist. Place your left hand, into your left trouser pocket and explain to the audience in your own words that the cotton ball goes through your trouser pocket because you have special powers. What you have to do now is move your right hand, which really contains the cotton ball, in front of your left trouser pocket. Remember that your left hand is still inside. With your right hand press the cotton ball against your trousers close to your left hand, and with your left fingers grasp the cotton ball through the trousers and fold the fabric so that it is concealed. In this position remove your right hand. The pinched portion of the trousers will look like a fold in the cloth. Begin a rubbing movement with your left fingers and at the same time relax the grip on the cotton ball. It will look like the cotton ball emerges into view. Grasp the cotton ball in your right hand and show it to the audience.

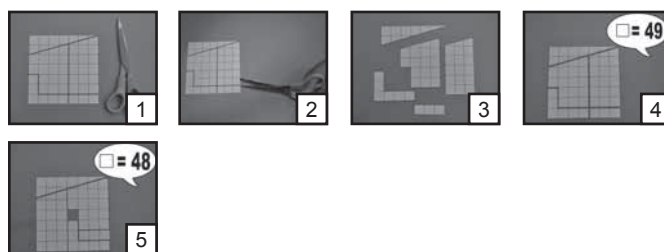


### 130 - WHERE DID IT GO?

You place a cotton ball from your magic set on the palm of your hand either behind your back or under a tissue or handkerchief. Now you go to several people in the audience asking them to feel inside your loose fist or under the handkerchief to make sure it is still there. Once a few people have confirmed that the ball is still there, have someone hold your wrist, say the magic words, and slowly reveal that the cotton ball has disappeared. How? The last person to confirm that it is still there is your secret assistant who took the cotton ball away unseen!

### 131 - THE MAGIC SQUARE

On the last page of this book you will find the magic square. Cut out the pieces: in Fig.1 you see all these pieces. Arrange them as in fig. 3, there are only 48 small squares. What has happened to the 49th square?



### 132 - FORECASTING NUMBERS

Cut out the six circles that you will find in the last page of your instruction book of your magic set. As you can see, five of the circles are composed of four numbers and the sixth of five numbers. By hiding one of the figures with your thumb you can compose all the numbers in the same order as reproduced on the five other circles. The audience must not know of the sixth circle, which you keep hidden in the palm of your hand. Offer the remaining five discs to a member of the audience, for examination. Ask them to remember one of the four numbers and then take the discs back and place them in a box or cup. Pretend to remove one of the discs but in reality hold the sixth disc up with the blank side to the public. Ask for the chosen number and you can now reveal the disc that has the correct prediction: you simply put your finger on the other figures.

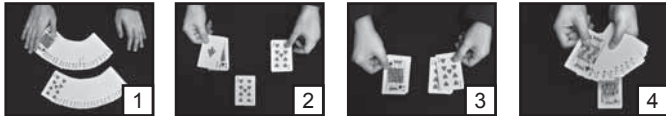
### 133 - SVENGALI INTRO

Burling Hull, better known as "Volta the Great" and "The White Wizard" was born on September 9, 1889 and died in November 1982. He was an outstanding magician, illusionist, mentalist (mind reader) and a great inventor of magic tricks. Hull invented the Svengali Magic Cards in 1909. He published more than fifty books, covering a spectrum of different magical subjects. The Svengali cards can be riffled and shuffled giving the illusion of handling a regular deck. You can show a whole deck of different cards, have one selected and provide a stunning finale in which every card of the entire deck has turned into the selected card. The deck requires no special skills, works fully by itself and for that reason is extremely suitable for the amateur magician!!! You will notice that every other card is identical and slightly shorter than the other cards. To perform these tricks, the deck must be kept in the short card, long card sequence, starting with a short (duplicate) card at the top of the deck and a long card at the bottom of the deck. When shuffling, be sure you shuffle end to end so that cards fall in pairs. If you shuffle from side to side, you will destroy the long card, short card sequence. Also, when cutting the cards, always cut with fingers at the ends and not the sides of the cards. By doing it this way, the part of the deck you lift will have a long card at the bottom. Therefore, the top card of the pile remaining is one of the short, identical cards. Practice riffing the deck.



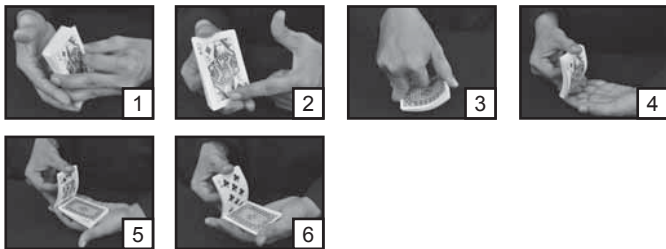
### 134 - HANDLING THE SVENGALI CARDS

The secret of the Svengali deck (bridge sized deck) is that it consists of 24 cards, which are all exactly the same and 24 cards which are all different like a regular deck. The 24 cards that are the same are referred to as 'key cards'. All of the key cards are the same in length but slightly shorter (about 2mm) in height than all the regular cards. If you place one key card next to a regular card you will notice the difference in height. Now place the key card face down on top of a regular card and if you riffle your thumb gently, backwards and forwards on the edge of the two cards you will notice that your thumb only touches the regular card. The setup of the cards is simple. Shuffle all the regular cards so they are well mixed up. Then start with a key card, place a key card in-between each of the regular cards so every other card is the same and every other card is different. To have the cards work at their best, make sure that they are nicely squared up by tapping the cards on the table before you start.



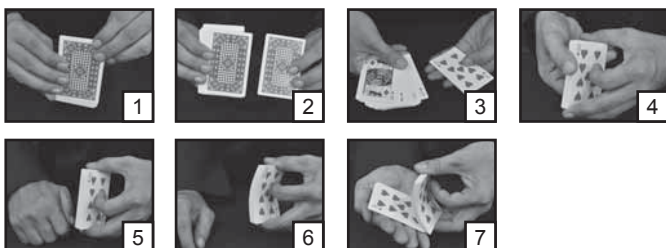
### 135 - EVERY CARD IS DIFFERENT

To show how the cards work, you hold the cards in your right hand with the face to the front and with your fingers on the bottom short edge and your thumb on the top short edge of the deck. Your index finger is placed on the back of the cards for support. Now you give some pressure with the right index finger on the back. With your right thumb you riffle the cards one by one into the palm of your left hand and you will create the illusion that every card is different. You can give the cards to any member of your audience to create the same effect and it will look like they are actually performing the trick!



### 136 - EVERY CARD IS THE SAME

Now place a key card at the bottom of the deck and like the grip in the 'Every Card Is Different' trick, hold the cards in your right hand but this time with the back of the cards facing the front. Again you give some pressure with the right index finger and you riffle the cards with your right thumb into the palm of your left hand. It will give the illusion that every card is the same. There are a few simple basic effects or tricks that you now have to learn first. Once you have mastered these, you can add them to create your own routines and tricks to use for a performance we describe later. So if your deck is set with the key card at the top, you are now ready to begin. Before you start any performance, the audience would normally expect a magician to mix the cards up, either by shuffling or cutting the cards. You cannot mix the order of a Svengali deck or it will not work properly. The only 'proper' shuffle that you may perform is a riffle shuffle which is explained later in the book.

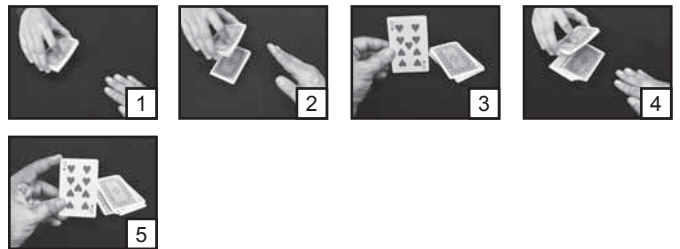


### 137 - FORCING A CARD

Forcing a card is a way of getting a member of the audience to choose a specific card that you want them to have. In essence you have forced them to take that card. The member of the audience believes that they chose the card, and that they have not been influenced in any way. The card that you force is known as the 'key card'. The great thing about the Svengali deck is that half of the cards are in fact key cards. Added to this is the fact that the key card is shorter than the regular card, so if a regular card drops, the key card will always fall on top of it. Effectively they will always drop in pairs, a regular card at the bottom and a key card on top. This makes forcing a card much easier than with a regular deck.

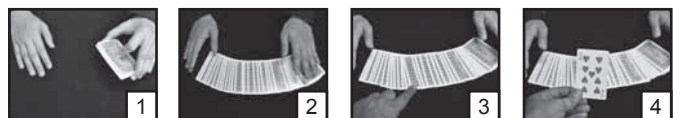
### 138 - THE DRIBBLE FORCE

To perform this force you simply hold the deck with your thumb at the bottom short edge of the deck and your middle, ring and little finger at the top edge of the deck. The back tip of your index finger is gently pressed against the middle of the deck. Position your hand holding the cards about 6cm above a flat surface e.g. a table top. While holding the deck you gently release the pressure on your thumb and fingers and apply pressure with your index finger. The cards will slowly fall or dribble down onto the table. Ask your spectator to say or shout, "STOP" whenever they like, as they are free to choose. When they say "STOP" you stop dribbling the cards. The top card on the table will be their chosen card. It will also be a key card, because the key card is shorter than the regular card and it will automatically fall on top of a regular card. Have the spectator look at the card and place it back on the pile and finish dribbling the remaining cards on top so that his card is lost in the deck.



### 139 - THE 'FREE CHOICE' SPREAD FORCE

The method of holding the cards is exactly the same as for the 'Dribble Force'. This time though, rather than dropping the cards onto a pile on the table, hold the deck about 2cm above the table surface. Now slowly move your hand across the table as you release the cards in pairs onto the table. The result will be a perfect spread of cards across the surface of the table. You may now ask a member of the audience to touch the back of any card which will be their selected card. Let them slide the card out of the spread (you may prefer to slide the card out yourself and give it to them) and look at the card. Whilst they are looking at the card simply cut the deck at the point of the break and when they hand you back their freely chosen (key) card you can place it back to the top of the deck and you are now completely set. Simply cut the deck and their chosen card will disappear back into the deck.



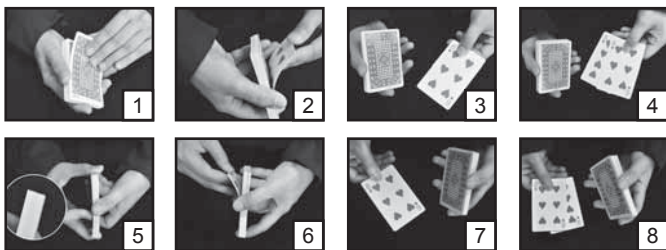
### 140 - THE RIFFLE DROP FORCE

Hold the cards as you would for the 'Dribble Force', with the face of your thumb at the bottom short edge of the deck and your middle, ring and little finger at the top edge of the deck. The back tip of your index finger is gently pressed against the middle of the deck. Cup your other hand next to the hand holding the deck. Turn the hand with the cards so your little finger touches the side of your cupped hand and the deck is being held at 90° to your open cupped hand. This time you only release pressure to your thumb but still apply a gentle pressure with the back tip of your index finger. The cards will fall like a cascade in pairs into your open cupped hand.



#### 144 - IN A BALLOON

Let's assume that you have shuffled the deck, shown the audience that all of the cards are different and had a spectator select a key card and returned it to the deck. Because you are aware of the card that you are going to force, this enables you to look at a myriad of different closes to your Svengali performance. You inform the spectator that their card has magically travelled to another location but where could that be? If you are at a party whether for children or adults, a great place to hide a Svengali card is in a balloon. Hang the balloon on a picture or from the ceiling so that it is in full view of your audience throughout your performance. Then inform the audience how the chosen card has magically teleported from the deck to another location. Give the chosen spectator a pin and ask them to burst the balloon.



#### 142 - THE DOUBLE LIFT NO.2

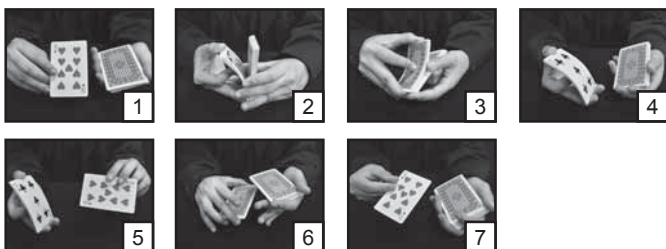
Apply pressure with your thumb tip at the bottom short edge with your middle finger at the top and press gently with the back tip of your index finger against the middle of the top key card to just pinch the second (the regular) card. Apply gentle pressure with your index finger to cause the two cards to bend slightly so that they will appear as one. You may raise your hand to eye level, lifting the two cards as one and show the second card to your audience. Then simply replace the cards to the top of the deck and the audience will believe that the second card is in fact the top card. With the two cards back on the deck, you are free to reveal that the top card has changed. Slide the top card off the deck, keeping it face down, and then after a pause of two or three seconds turn it over. Your audience will be amazed that the card has changed!

**TIP: If your key card is red, say for example the Nine of Hearts, try and make sure that the second card is a black card, a Spade or a Club.**



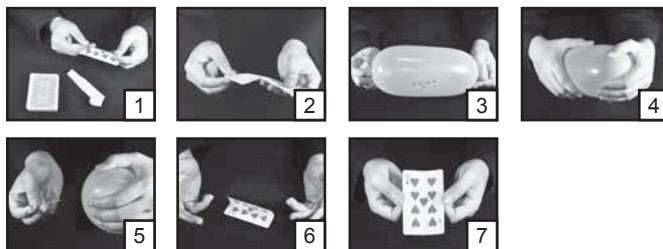
#### 143 - THE CUT SHUFFLE

Hold the cards in your left hand. With your right hand you cut the cards as described, but now you place the cards you have cut to the bottom of the remaining cards in your left hand. This handling is repeated a number of times. Done quickly enough it will appear as if the cards are being shuffled rather than simply cut. Always check and make sure that you have cut to a regular card and that a key card remains at the top of the deck.



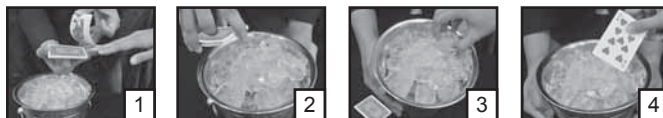
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#### 145 - A COOL PLACE

Place a key card in an ice bucket. When you have the spectator replace the card take the opportunity to touch his hand. Tell them that their hands are really cold and therefore they must have a warm heart. But as their hands were cold when they last touched the card it will probably be in a cool place. Lead them to the ice bucket, roll up your sleeves, show that your hands are empty and retrieve the card. Of course they may want to retrieve the card themselves!

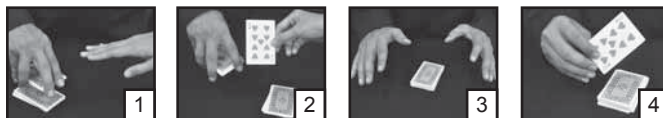


#### 146 - A DIFFERENT GRIP

If your hands are large enough then you may also hold the cards at the corners applying pressure with your thumb in one corner and your middle finger diagonally across on another corner and the back of your index finger applying pressure against the back of the deck. Slowly release the pressure on your thumb and the cards will again cascade down in pairs.

#### 147 - A SIMPLE TRICK

Cut the deck several times, now perform the 'Dribble Force' and ask your spectator to shout "STOP." Let them slide off the key card from the top of the pile, look at the card and then replace it. Then continue to dribble the remaining cards onto the pile. Tell the audience to keep their eyes on the top card and say "when I snap my fingers the chosen card will travel up through the deck to the top". Snap your fingers at the side of the deck and turn over the top key card.



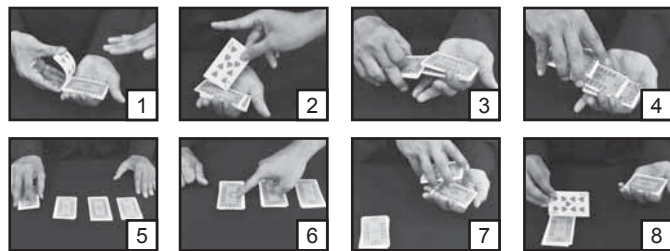
#### 148 - ANOTHER COOL PLACE

Place a key card in a fridge in the location where you are about to perform. This could be in a kitchen of a house or in a restaurant (if in a restaurant you will need the help of a waiter to place the card for you and help you reveal the card later). Make sure that you know the exact location e.g. which fridge shelves. When you start your performance tell the members of the audience that "this is a really COOL trick". When you are ready, perform the 'Riffle Drop' and show that all the cards are different and that the chosen card is no longer in the deck. Reiterate that this is a really cool trick, so cool that the chosen card has gone to the

coolest place in the building. You can now instruct the spectator to retrieve the card from the coolest location.

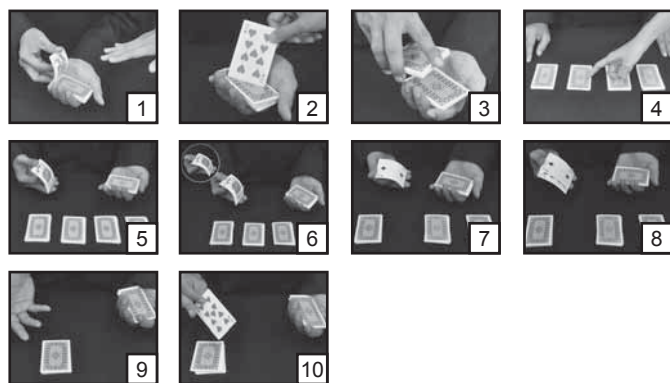
### 149 - ANY PILE

Having forced a key card simply cut the deck into several piles, let's say five. Now ask the spectator to select a pile. Remind them that they have chosen a card freely and that they have now chosen a pile freely. Once a pile is chosen remove the other piles, stacking them on top of each other so that they are reset. Ask the spectator to turn over the top card and of course it is their chosen card.



### 150 - ANY PILE 2

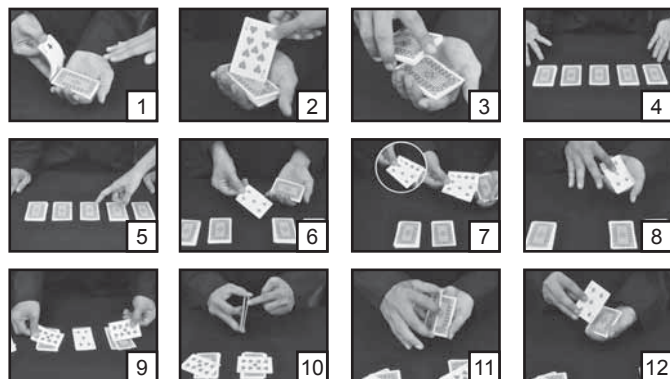
Once you have mastered a 'Double Lift', this trick is a great finish to the 'Any Pile' trick. The spectator has selected his chosen pile. You can now pick up each discarded pile and perform the 'Double Lift' to show the card that they did not choose. Remember to place each pile on top of the other, after each 'Double Lift' is performed, so that again your cards are automatically set up for your next routine.



### 151 - ANY PILE 3

The spectator has selected their pile. This time you perform the 'Double Lift' to their selected pile and ask them: "How did you manage to get the wrong pile?" Put the cards back onto the top of their pile. You now turn over the key card on each of the other piles to reveal that they had an 80% chance of getting it right. You may now tell them that as you are a magician you can put things right. Ask them to turn over the card on top of their pile and they will be amazed to see that it has become their chosen card as well.

**TIP: It's good practice to glimpse the bottom card of each pile just to make sure a key card has not stuck to it. If you do see a key card at the bottom of the cut just casually put the cards back on top of the deck and cut again.**

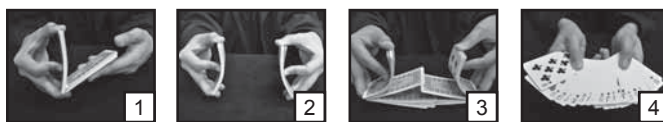


### 152 - MAGIC BREATH

Tell the spectator that it would be a great trick to make their card jump to the top of the deck. Now blow gently on the key card and explain how your magic breath will make their card travel invisibly to the top of the deck.

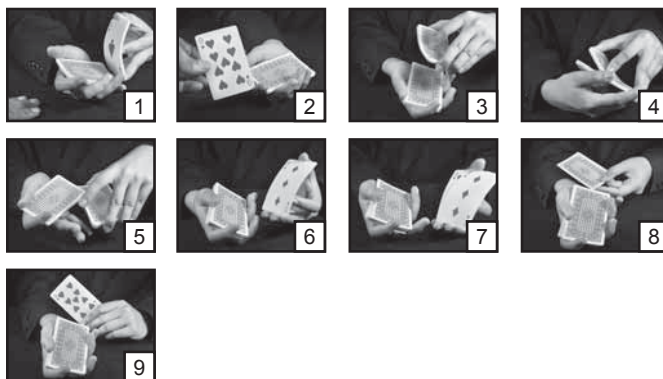
### 153 - RIFFLE SHUFFLE

Now that you have been playing with your deck for a while and are used to the riffle principle add this shuffle to your routines. Cut the deck into half and square the two piles by tapping them against a flat surface. With the short sides of the cards facing each other riffle the two half packs together. Practice this first with a regular deck and when you have perfected the shuffle try it with the Svengali deck. Because of the way the cards fall in pairs (key card on top of a regular card) you will find that the order is maintained throughout the shuffle. It will appear that you are indeed shuffling the cards but the Svengali order will remain intact.



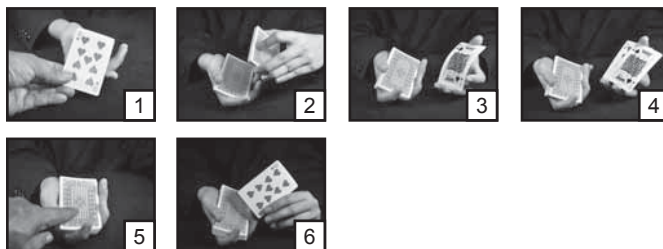
### 154 - THE JACKET WIPE

You have forced a key card and performed a "Double Lift" tricks. Now here is a nice finishing for your trick: Slide the key card off the deck and without revealing it first wipe it on either your jacket or on the sleeve of your spectator before you turn it over. You can tell them that it is magic in the fabric that has caused the card to change to his chosen card.



### 155 - THE MAGIC TOUCH

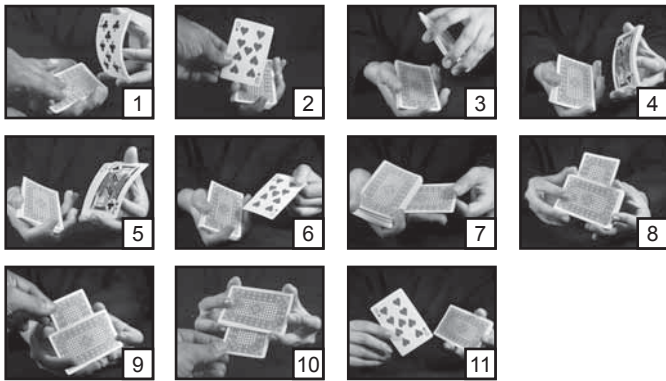
It is very useful if you can have the spectator choose their own card, here is one classic example: Ask the spectator to hold out their hand and point with their index finger. Hold their finger in your hand and tell them that you have just given their finger the magic touch. Tell them to touch the top of the deck and their card will be instantly drawn to them. Then ask them to turn over the top card. Of course it is their card!



### 156 - THE PRINTER

Take the key card off the top of the deck. Now while holding on to the card (keeping it face down) push it through the deck and

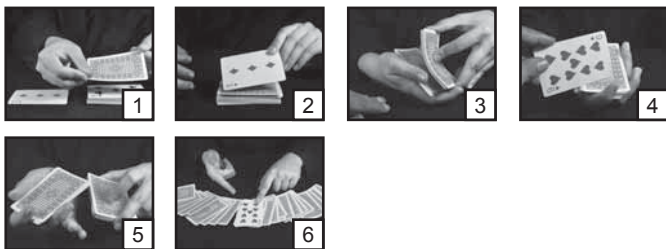
explain to your audience that the rest of the deck works as a magic printer and will transform the card into their chosen card.



### 157 - THE REVERSED CARD

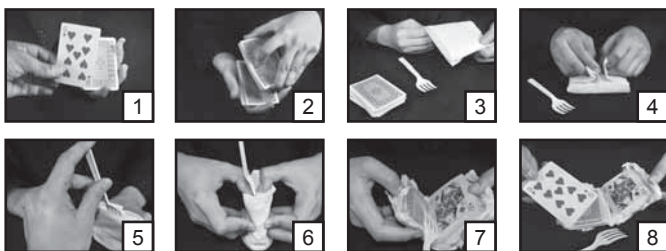
Before your performance simply turn over one of the key cards and position it back to back with the regular card that was below it. You are now ready to start: perform the 'Riffle Drop Force' and have a spectator select a key card and replace it. Tell them how they placed the card into the deck and that there is no way that you could know what their card could be. Now stand in front of the spectator and lift the cards up, and with the backs of the cards facing them, you fan the cards out. Their card will be the only card face up.

**TIP: Many card tricks are best performed on a magician's close up mat. This is a light sponge-like mat with velvet-like finish and enables you to spread cards and place them and pick them up without fear of the cards slipping.**



### 158 - WRAPPED AND CUT

The spectator has selected the key card which has been returned to the deck. And you have cut the deck several times. Now wrap the deck in some thin tissue paper, hand the spectator a plastic fork and ask them to find their card by slicing into the side of the deck. Wherever they slice they will have a regular card on one side and a key card on the other. If you remove the paper (with the fork still protruding from the deck) and a regular card is exposed, simply say that it is the next card that the fork has cut to which is the spectator's card. If it's the key card that is exposed, the card will speak for itself!



### 159 - A ROLL TO FIND THE CARD

For this trick you will also require the use of a dice. Simply deal the cards face down from left to right until you have a row of six cards. From the left, the first, third and fifth card will be a key card. It makes sense that the second, fourth and sixth cards will be regular cards. However, if you count from the first card on the right, both orders will be reversed. e.g. The first card will be a regular card and so on. Have the spectator throw the dice and say what the number is. Let's presume they say "SIX" starting from the right count to the sixth card and turn it over. Of course it will be a key card. If they say "THREE" simply start from the left and count to the third card. You cannot fail.

### 160 - THE GRAND ROLL

As with the roll, deal out six cards in a row. This time however deal another six cards out directly below and repeat the deal from left to right. Carry on until you have eight rows of six cards. Now ask the spectator to throw the dice and give a number. Let's say they throw a five. Ask the spectator which side they would like to start from. It doesn't matter which as it is an entire row that you will be discarding, repeat and discard the second row. You are now left with six rows each with six cards. Ask the spectator to throw the dice twice. The first throw will tell you which row the card is in and the second to tell you how many across. It works! You will turn over a key card every time.

**TIP: When getting rid of the discarded rows make sure that you pick the cards up from right (at the bottom) to left ending on the top on each row, that way you will end up with a regular card on the bottom and a key card on top. Add the piles on top of each other and you will be set to go again.**

### 161 - CARD CHANGE IN POCKET

To perform this trick you require at least two spectators. Have spectator No.1 select a (forced) card and place it into their trouser pocket without looking at it. Now you have spectator No.2 select a (forced) card, look at it and replace it in the deck. Ask no.2 to call out loud the name of their card e.g. The Nine of Hearts. Tell the first spectator to remove the card from their trouser pocket and to call out it's name. The audience will be amazed that the cards have appeared to have changed places.

### 162 - CARD IN WALLET

Simply place a key card into your wallet before the performance. If you keep the wallet in your left jacket pocket when you are ready to reveal the card, you can dramatically take hold of your heart and make a gag that it always gives your heart a twitch when your wallet is opened. Then with your right hand take your wallet as smoothly as possible from your pocket, open it and reveal their card.

**TIP: When you remove a key card from the deck you must always remove and keep one regular card so that your Svengali deck maintains its order.**

### 163 - THE SCHOOL PREDICTION

Put a notice on your school notice board to say that at lunchtime or after school any volunteer who selects a card will choose the Nine of Hearts. If you put the notice up on a Monday morning and conduct your performance on a Friday you should have a huge audience.

### 164 - LEMON SURPRISE

To prepare for this trick you will need a large lemon, an empty pen and the help of an adult. Ask the adult to cut a round hole in the lemon peel at one end of the lemon in such a way that you can reinsert the cut peel afterwards without the lemon looking damaged in any way. Now take the old ballpoint pen and remove the empty refill. Then insert the remaining tubular ballpoint pen case with pressure into the hole in the lemon. This will create a tubular cavity inside the lemon. Now you can roll up a key card tightly, insert it into this cavity in the lemon and put the cut lemon peel back into the hole. Now you can make a key card appear from a lemon!

### 165 - SVENG CUT PREDICTION

As we know you can of course cut the deck several times without disturbing the order of the key cards, since you will always cut to a key card. Write a prediction and place it in an envelope and then seal the envelope. Simply cut to wherever the spectator wishes and show the top card. Confirm your prediction by passing the spectator the envelope and have them open it.

### 166 - TRIP TO THE CASE

Material: Svengali deck

Preparation: Place one of the duplicated cards inside your Svengali deck case and leave it on the table without paying much attention to it.

Performance: Show to the audience that all the cards are different, pass them one by one in front of the audience (use the most comfortable and easy way for you). Ask now a spectator to stop you while you show the cards and pick up one, ask them to show this card to the audience, look at it and remember it. After that ask them to put the chosen card on top of the deck you are holding and now place the other cut of the deck on top of it. Place the deck of cards on the table, make a magic movement as if you throw a card directly to the case of Svengali deck. Now open the case and show the card that is inside it, wow! It is the card chosen by the spectator.

### 167 - YOUR CARD IS NOT...

Material: Svengali deck

To perform this trick you must bear in mind that the spectator will not take one of the duplicated cards, but that they will need to remember it and take a normal card instead. Once the spectator takes the "normal" card you make the following movement: the part of the deck from which the spectator takes the card must be placed on the table and on top of this part, the other part of the deck. Now the deck is ready. Tell the spectator "your card is not the nine of hearts" The spectator will be puzzled, now turn over the deck and make an extension over the table (use the "forcing" technique). The spectator will be amazed to see their chosen card is the only different card from the rest.

### 168 - CARD THROUGH THE TABLE

Material: Svengali deck

Preparation: Place one of the duplicated cards underneath the table cloth you are going to use for your performance

Performance: Shuffle the cards showing the audience that all the cards are completely different (use the most comfortable and easy way for you). Now ask a the spectator to stop you while you shuffle, take the card on top of the deck you are holding, show this chosen card to the audience and remember it. After that ask them to place it back on top of the deck. Place the deck on the table, make a magic movement and tap on the deck. Now take away the deck from that table, raise the table cloth and show the audience that the chosen card went through the table cloth appearing underneath it.

### 169 - CARD ON THE HEAD

Material: Svengali deck

Preparation: use a little bit of adhesive tape or any washable glue that can be easily after performing this trick. Apply it on the top card of the deck (the first card on top).

Performance: Shuffle the deck and show to the audience that all the cards are different (use the most comfortable and easy way for you). Ask a spectator to stop you when shuffling the cards, chose one, show it to the audience, look at it and remember it. After that you ask them to place it back again on top of the deck, and place on it the rest of the remaining deck. Take the deck towards your forehead. The card with the glue will be the only one stuck on your forehead, the spectator will be amazed as it is the one they chose.

### 170 - RETURN IN ANOTHER DECK

Material: Svengali deck

Preparation: Place a duplicate card in another Svengali deck and place this deck face down on the table.

Performance: Show the audience two decks of Svengali cards (we recommend them to be of a different colour) but do not mention what is going to happen and start to perform the trick with the Svengali deck. Shuffle the cards showing all of them are different (use the most comfortable and easy way for you). Now ask a spectator to stop you and pick a card from the cut you made, ask them to show it to the audience, look at it and remember it. After that ask them to place the chosen card again in the open cut and put on top of this card the rest of the deck. Place the deck on the table, make a magic movement as if you throw a card directly to the case of the Svengali deck. Now open the deck while you make a magic movement over it. The audience cannot believe that the chosen card by the spectator has travelled back to the other different colour deck of cards.

### 171 - THE SIGN MARKS THE TREASURE

Material: Svengali deck

Preparation: Turn one of the duplicated cards and place a cross "X" on the back of the card using a marker pen. Place it again inside the deck of cards and be sure that a duplicated card and a normal card are together.

Performance: Shuffle the cards by using any of the learnt methods. Ask a spectator to stop you while you are shuffling and take a card (they will take one of the duplicated cards). Ask them to remember the card and place it back in the deck. Now ask them to write an "imaginary cross" a big "X" with a marker pen and after that to say out loud the name of their card "the nine of hearts". To end this trick spread the cards on the table and show them all, everyone will be amazed as one card that was not there before, marked with a cross will appear. When you turn this card, the audience will see it is the chosen card by the spectator "the nine of hearts".

### 172 - MARKED DECK INSTRUCTIONS

Here are the instructions on how to read the special markings on the Secret Magic Cards. In order to read the face of the card from the back of the card, you will have to look at the upper left circle on the back of the card. The other circles are just distractions for your audience.

1. To read the suit you have to remember that;

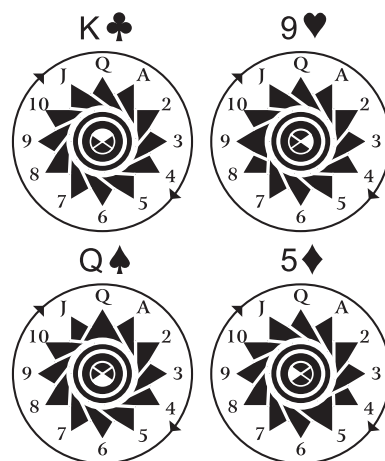


\* For the Spades the bottom quarter of the centre circle is filled with white.

\* For the Clubs the upper quarter of the centre circle is filled with white.

\* For the Diamonds the left quarter of the centre circle is filled with white.

\* For the Hearts the right quarter of the centre circle is filled with white.



2. To read the correct number or image you have to remember that;

\* There is a clockwise circled system with an arrow like shape on top.

Starting with the Ace on the 1 o'clock position. Followed by the number 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack on the 11 and the Queen on the 12 o'clock position. The King has no raised arrow and looks like a perfect full circle. The Joker has the same circle, but does not show any suit (and therefore has no white filling in the centre of the circle).

### 173 - BLACKS AND REDS

Have a spectator shuffle the deck and place it on the table and then take the top two cards from the deck holding one in each hand, cards face down. Using your fingertips touch the face of the cards and tell the spectator the colour of the cards: black or red.

### 174 - FINGER TOUCH

Have the card selected, remembered by the spectator, noted by you and lost in the deck. Spread the cards out on the table and touch them with your index finger stopping when you get to their card and then turn it over.

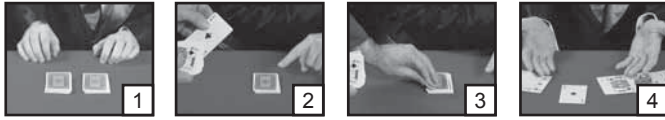
### 175 - I HAVE INCREDIBLE ESP

Have a card selected, remembered by the spectator and take note of the card yourself. Tell the member of the audience that you have incredible ESP and that simply by holding the deck to your head you can sense the chosen card. You can start by telling them the colour of the suit and then the value of the card. Drag it out over a period of time for extra effect.



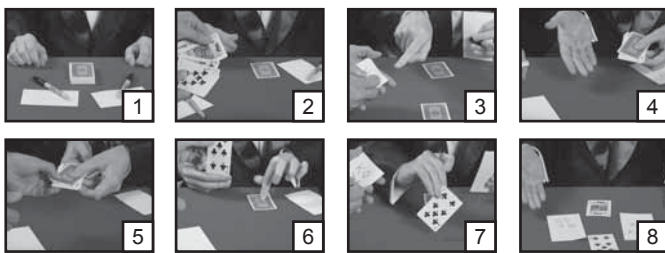
### 176 - INCREDIBLE FIND

Have a spectator cut the deck and make sure you take a note of the secret markings on the two top cards. Turn your back to the spectator and ask them to think of a specific card. Take that card out of one of the two cuts. When they have done so, let them place it onto one of the piles and then to place the other pile on top of the pile with their card on the top. So there is no possible way that you know what card they have chosen. Now by looking at the top card of the deck you know that their chosen card is next to the card that was at the top of the other pile. Pick the deck up and spread the cards face up on the table in front of you. When you find the card that was on top of the other pile, their card will be the next card below that card.



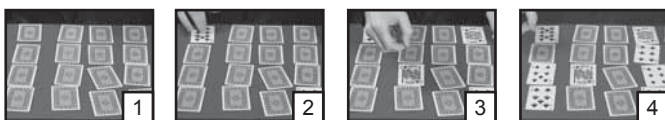
### 177 - INCREDIBLE FIND - SPLIT THE DECK

Split the deck into two piles and give one to a spectator and take one yourself. Ask the spectator to look through their pile, select a card and leave it face down on the table in front of your pile (and secretly note what card it is!) You then look through your pile and take a card, you look at it and place it face down in front of their pile. You ask the spectator to take your card (without looking at it) slide the card into their pile, shuffle the pile and you will do the same with their card. Now when the cards are truly shuffled ask the spectator to look through the cards and to select what they feel is your card and to leave it face down on the table in front of you. And you will do the same. Take note of the secret markings on the card that they think is yours. Now you take their card and put it in front of them. You ask them to name their card and to turn over the card in front of them, which of course will be their card. However when you tell them the name of your card (which is the name of the card that they have selected and put in front of you) and turn over the card in front of you it will baffle them. They might think they really have magical abilities!



### 178 - MAGICAL MEMORY GAMES

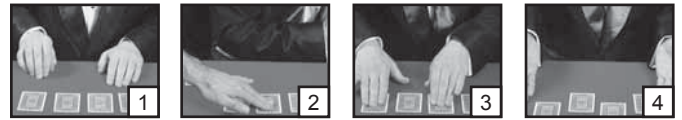
We have all played the memory game where we match pairs: the entire deck is dealt face down in rows of for example four rows of thirteen. And then you play the game of finding pairs and if the two cards you pick up are not a pair then you have to put them back in the same position. Everyone tries to remember their location so if they pick up a match for one of the cards they remember where the other card is located. If you pick up a pair you keep it and it's a point to you. You can turn this into a magical mind game where if the cards don't match, the person who looks at the cards is the only person to see them unless of course they pick up a pair. You can pretend that you can read their mind and automatically pick up a matching pair using your magical mind reading skills.



### 179 - MOVE A CARD

Have a spectator deal off four cards face down in a row on the table. Take note of the mark on the back of each card and remember its position in the row from right to left. Now turn your back to the cards and ask the spectator to move one card and

reposition it in the row and you will be able to determine which card they have moved. Of course with the secret markings on the back you will always be able to say which card has moved.

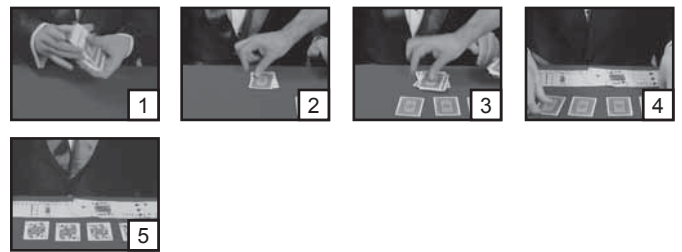


### 180 - ONE OVER THE TOP

Have a card selected, remembered by the spectator and noted by you. Then have the spectator shuffle the deck and pass the deck back to you. Start to turn over the cards one by one onto the table, when you have dealt one card past their chosen card tell them the next card you turnover will be their card. Now simply push the top card on the table to one side and turn over their card.

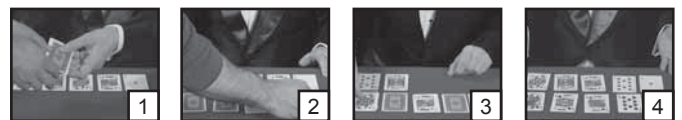
### 181 - QUEENS ARE THE LADIES FOR ME!

Have a spectator shuffle the pack and then deal the cards slowly one by one onto the table in front of them. When they reach a Queen tell them to put the card to one side until you have all the Queens.



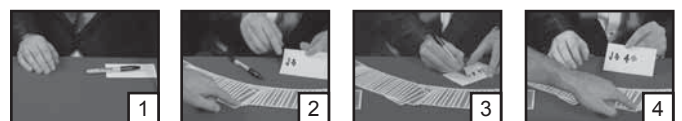
### 182 - SENSING THE PERFECT PAIRS

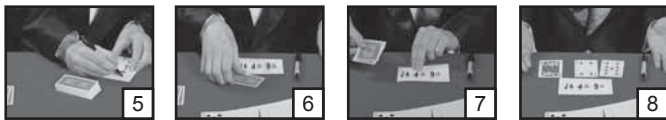
Take out the 10, Jack, Queen, King and Ace of one suit and give these cards to a spectator to shuffle. In the meantime, take out the same cards from a different suit and place them face up on the table in front of you. Now have the spectator place the cards they have mixed up in a pile, face down on the table. Reading the secret markings match the cards into pairs by placing the cards from the pile face down on top of the matching cards, which are face up on the table. Say you can always 'SENSE' the corresponding cards. Let the spectator turn over the cards to reveal that you have sensed the pairs perfectly.



### 183 - THE PERFECT SELECTION

Shuffle the deck and take note of the top card, (let's say it is the Jack of Clubs) spread the cards on the table face down. Ask the spectator to see if they can magically sense which card is the Jack of Clubs and to touch the back of the card that they feel is the Jack. After touching the card tell them to slide that card out, keeping it face down and to place it on top of the deck. Take note of the card that they have selected (let's say it's the Four of Diamonds). Now tell them you are going to feel out the Four of Diamonds. Feel through the deck and select a card, take note of the chosen card and place it on top of the deck, let's say it's the Queen of Hearts. Finally you say you are going to feel to see if you can find the Queen of Hearts. You look through the cards and touch the third card from the top (the Jack of Clubs) and place it on top. Take the top three cards off the top of the deck and mix them up face down on the deck and spread them out. Ask the spectator to name the three cards that you were looking for and as they call them turn them over. The spectator will be convinced that you both selected those three cards at random.



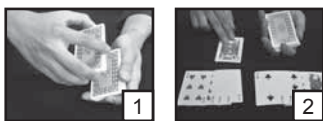


### 184 - THE READING OF THE MIND

Spread the cards and ask the spectator to choose a card, tell them that you are going to read their mind. Once they have made their selection and you have noted their card, give them the rest of the deck and ask them to shuffle the cards and place the deck against their forehead. (Let's presume they chose the Queen of Spades) Place your hands to your temples, stare at the spectator and tell them you see a black card, a high card, you see a lady and then announce their card.

### 185 - TOUCH A COLOUR

Tell the spectator you can determine the colour of the cards purely by touch. Hand the deck out and ask someone to shuffle it for you. Now take the deck back, deal off the top card and hold it at arm's length. You have already noted its colour. Touch the front of the card with your other hand and tell the spectator the cards colour. With practice, you will already take note of the next cards colour before you deal it, keep repeating this until the audience realizes that you really do know the colour of the card by the power of touch!



### 186 - CHASE THE ACE

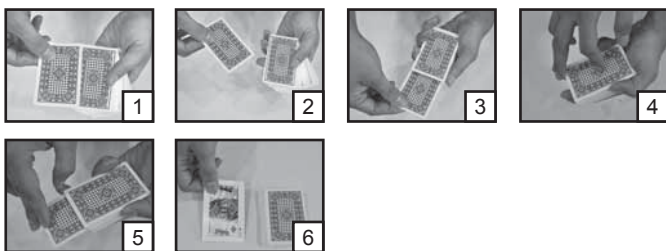
All card players would love to know which cards are Aces. Take the four Aces and six other cards. Ask a spectator to shuffle the ten cards and then to place them face down on the table in a line. You simply look at the back of the cards and turn over the four Aces.

### 187 - THE BASIC TRICK INSTANT SELECTION

Spread the marked deck face down on a table and ask a spectator to choose a card. Look at it and leave it face down on the table so that you cannot see the card. Simply look at the back of their card and note which card it is. Tell the spectator that you want them to think of their card only, wait five or six seconds and then name their card.

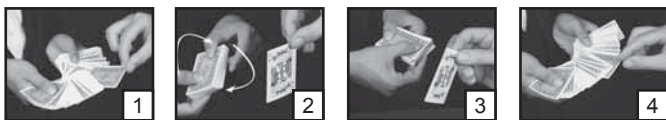
### 188 - TAPERED CARDS SECRET

Carefully take note of the deck before attempting the following tricks. Notice that one end of the deck is slightly narrower than the other end. Therefore, if you turn a card end for end, you can find it immediately by simply running your thumb and forefinger along the long edges of the deck. In the magic trade, this is known as "stripping a card".



### 189 - TAPERED CARDS BASIC TRICK

Have a spectator select a card, discreetly turn the deck around and have them place their card back into the deck. Shuffle the cards and then simply strip out the chosen card and show it to the spectator.



### 190 - TOSPY TURVY DECK

Cut the deck and divide it into two equal piles. Turn one pile so the narrow end will be opposite the wide end when the two piles are shuffled together. Turn one pile face up and shuffle them with the face down pile until the face up cards are thoroughly mixed with the face down cards. Fan and show the mixed deck with both face up and face down cards to your audience. Shuffle a few more times and at the same time draw the face down cards to the top of the deck. When you have all the face down cards together at the top of the deck, divide it into two piles, showing the audience that the cards are now back to the point where you started.

### 191 - FINDING A SIGNED CARD

Ask a member of the audience to select a card, give them a pencil and ask gently to sign their name on the face of the card. Using a pencil means that you can simply rub their name off using an eraser later. If you give them an ink pen or marker pen this will reduce the number of the cards in the deck by one. Whilst they are signing the card, reverse the deck and have them place their card in the middle. Give the cards a good shuffle and secretly strip out their card and place it on top of the deck. Ask the person who chose the card if their is an ambitious person, if they say "no", tell them they must be (if they says "yes" simply agree with them) because ambitious people always rise to the top. They will be amazed when the top card is turned over and is revealed to be their signed card!

### 192 - SIGNED CARD IN BOTTLE

This is a spectacular trick and will really amaze your audience! To perform this trick you need one of the most vital aides to a magician, a secret assistant. You also need to practice concealing a card in your hand and passing it to your assistant (unseen) whilst misdirecting your audience. Ask a member of the audience to select a card, then give them a pencil or pen and ask them to write their name on the face of the card. (Remember if you are performing this trick, that it could reduce the number of cards in your deck by one.) Whilst they are signing their card, reverse the deck and have them place the card into the middle. Give the cards a good shuffle and secretly strip out their signed card and place it on top of the deck. Now one of the easiest ways to misdirect the audience is to simply drop the deck of cards. Do this as a stranger walks past you from behind (this is really your secret assistant). As you drop the cards keep the top card in the palm of your hand and pass it on to your assistant. The timing of the move has to be practiced so that no one sees the pass. Whilst you are picking up the cards and straightening them up, your assistant places the card in an empty (see through) cola bottle with the signed face of the card towards the outside of the bottle. Then the assistant places the bottle behind the audience. When your assistant is doing this, 'deal' yourself an invisible card from the top of the deck, roll the pretend card into a tube and ask someone to give you an 'invisible' drink. As they do so, say: "Perfect, my favourite is cola." Drink from the invisible cola bottle and then drop the invisible rolled card into the bottle. You now pull your arm back and shout "CATCH" and throw the pretend bottle towards the audience. Point out that no one caught it, probably because it was invisible and a little high so they couldn't see it. However could someone kindly pick it up from the floor for you. They will be amazed when they look behind them and see the actual signed card in a real cola bottle!

### 193 - THE MAGIC CARD I

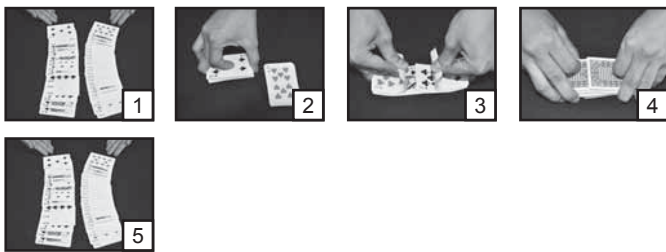
Shuffle the deck, fan face down and allow a spectator to select a card. While they are studying the card, reverse the deck so when the card is replaced, the wide end will be with narrow end cards. Shuffle thoroughly, then "strip" out the spectator's card. Remember, when you replace the card, make sure the narrow end is again at the narrow end of the deck.

### 194 - THE THREE CARDS

Allow three spectators to select cards and return them to different sections of the deck. (Remember to reverse the deck.) Announce to the audience that you will shuffle the deck and bring the three cards together. While shuffling, strip out the three cards and insert them on top and then cut, so they are in the centre. Fan the deck. Tell the three spectators to name their cards. Then you show the audience all three are together now.

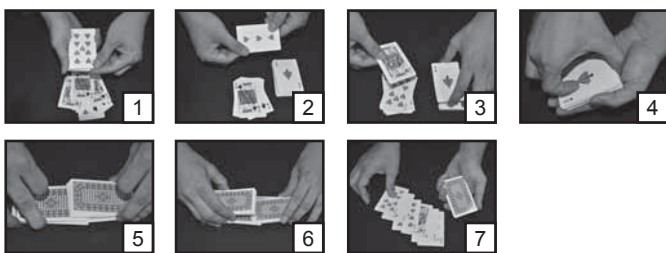
### 195 - BLACK & RED

Sort the cards out into two piles: Reds (Diamonds & Hearts) in one pile and black cards (Spades & Clubs) in the other pile. Now reverse one pile and shuffle the cards. You are now ready to perform. Fan the cards showing that they are well and truly mixed up. But just to make sure, pass the cards to a spectator to give them a good shuffle and make sure that the cards are truly mixed up. Take the deck back from the spectator, place the cards behind your back and simply strip out and separate the cards back to reds and blacks (this should only take a few seconds). You can now fan the cards out again and miraculously 'The spectator' has managed to shuffle the cards into their two colour groups.



### 196 - THE APPEARING HEARTS

Before you start, pull all the Hearts out of the deck, reverse them and place them back at random. Pass the deck to a spectator to shuffle and return to you. Strip out the Hearts and place them at the top of the deck. Then simply turn them over to reveal all the Hearts.



### 197 - DIAMONDS, DIAMONDS

Reverse all of the cards of one suit. (For example, Diamonds.) Shuffle the deck and then fan to show that the cards are thoroughly mixed. Proceed to "strip" one card after another, out of the deck until you have handed the audience member thirteen cards, all Diamonds. You can vary the patten that you use depending on the suit. For example Spades can be withdrawn for keen gardeners, or the Clubs can be stripped out for the caveman, Hearts for a lover.



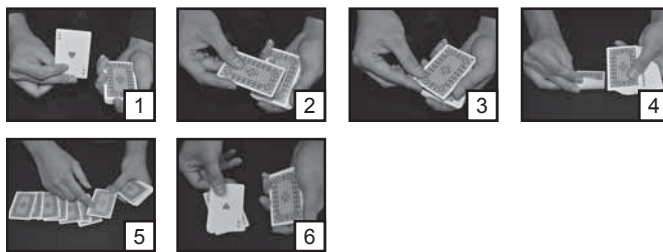
### 198 - YOUR FAVOURITE COLOUR

Fan the cards out and have a member of the audience select a card and take note of the markings on the back of the card. (Let's say they pick the Jack of Clubs) Secretly turn the pack around and have the spectator place their card back into the deck. You now pass the deck to the spectator and ask them to give the cards a good shuffle. Take the deck back and slide their

card out and place it on top of the deck. Ask them what their favourite colour is (this is purely for misdirection). Let's pretend they say yellow is their favourite colour. Then you can say: "If your favourite colour is yellow, you must have chosen the Jack of Clubs. That card always jumps to the top of the deck. Now simply turn over the top card to reveal the Jack of Clubs."

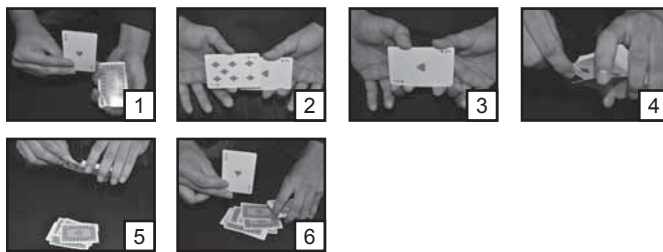
### 199 - FIND YOUR OWN CARD

Make sure that the cards are all the right way around. Ask a helper to pick a card. Turn the deck around and have the card put back. Shuffle the cards and secretly strip their card to the top. Ask the helper to name any number from one to twenty. They can say any number (let's say 8 for example). You show them what to do by dealing eight cards onto the table one on top of the other. Place these cards on top of the pack (their card is now eight cards down from the top). Now get them to deal to their chosen number and turn that card over, the eighth card will be theirs!



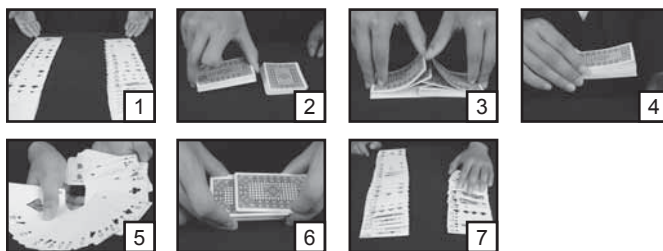
### 200 - THE APPEARING CARD

With the deck mixed and the tapered ends all one way, allow a member of the audience to select a card. As usual be sure that when their card is returned to the deck the tapering is in the opposite direction to the rest of the cards. Shuffle, and then hold the deck behind your back. 'Strip' the selected card and place it at the bottom of the deck. At the same time, ask the spectator who selected the card to tell you how far up from the bottom of the deck they want you to count to find their card. Bring the deck forward, slide the bottom card back so the audience cannot see it and start counting by dealing the card just above the selected card. When you have counted to the selected number requested by the spectator pull out their card.



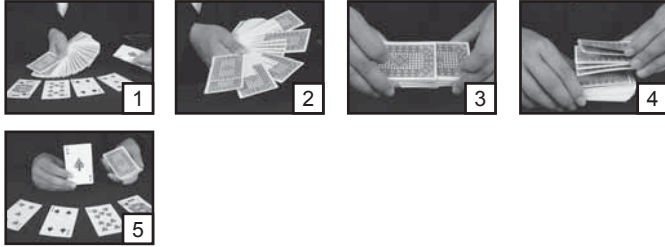
### 201 - THE CARDS COME TOGETHER

Prepare the deck by turning all the red cards one way and black cards the opposite way. Fan out and show your audience the deck is mixed. Shuffle and at the same time keep "stripping" the deck so that all the red cards are together and all the black cards are together. Tell your audience while shuffling you could feel such strong vibrations you knew the cards were gathering together colour by colour. Now fan the deck showing all the red cards together and all the black cards together.



### 202 - THE FIVE CARDS

Allow five spectators to select cards and return them to different sections of the deck. (Remember to reverse the deck). Announce to the audience that you will shuffle the deck and bring the cards together. While shuffling, strip out the five cards and place them on top of the deck. Now all you have to do is shuffle once more bringing the bottom cards on top of the top stripped cards. Fan the deck. The five spectators can name their cards and you can show that all five are now together. You can vary this trick depending on the number of spectators you have in your audience.

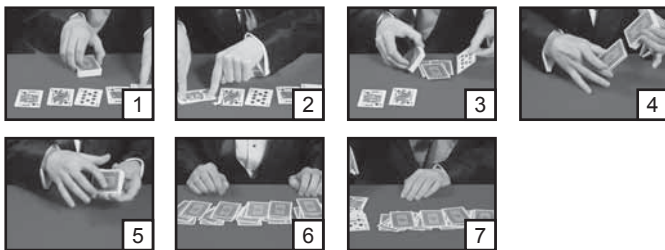


### 203 - THE FOUR QUARTERS

Reverse the 13th, 26th and 39th cards. Tell a spectator that after years of practice, nowadays you can always cut the cards into even piles. All you have to do is simply feel along the edge of the cards and cut them at each reversed card to give you four piles containing exactly 13 cards each.

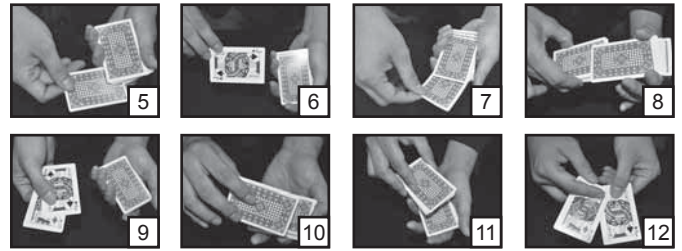
### 204 - THE EXPERT

Before you start take the Ten, Jack, Queen, King and Ace of Hearts, reverse them and place them at random into the deck. You are now ready to start. Fan the cards out showing that they are all mixed up. Turn the deck over, square it up and strip out the five reversed cards, placing them on top of the deck. Now pass the cards to a spectator and ask them to deal out five hands of cards. When all the cards are dealt turn over each hand to see who's is the best. When you do this be careful not to change the order of the bottom card in each hand (so the top Hearts stay at the bottom). Collect each hand and place them on the top of the deck and do not shuffle! This time you deal the five hands of cards, turn over each hand in turn looking to see who has the best hand. When you get to your hand you can turn each card over one by one to reveal the perfect hand of Ten to Ace.



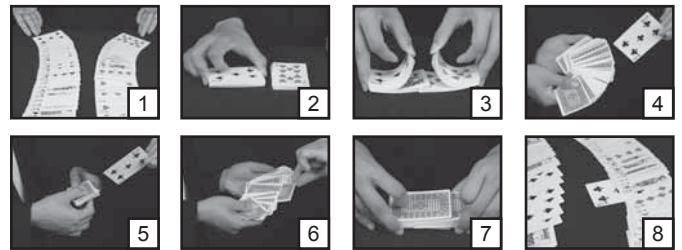
### 205 - THE MAGICIAN ALWAYS GETS THEIR PERSON!

Before you start take the Jack of Spades, reverse it and place it on top of the deck. Have a spectator select a card. Reverse the deck and have them place their card somewhere in the middle of the deck. You can now turn over the Jack and tell a story of how they are a magician's best friend and always helps the magician to find the spectator's card. Place the Jack a few cards down from the top and then secretly strip out the two cards placing them at the top and then say: "Now let the chase begin". If you cut the cards into two piles placing the bottom cut on top of the top cut you can tell the spectator that the Jack has caught their man. Pass the deck to the spectator and ask them to spread the cards across the table. The Jack will be directly below their chosen card.



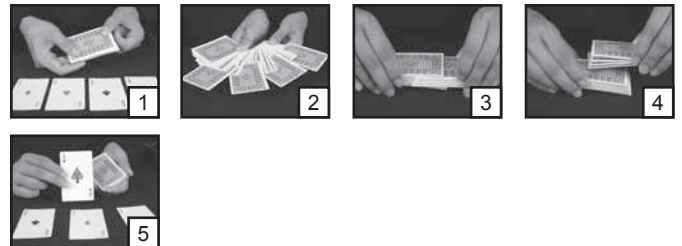
### 206 - THE TWO PILES

Have your deck prepared with red cards one way, black cards the opposite way. Fan cards and allow a spectator to select a card. While they are looking at the card, reverse the deck so that when they replace it, it will be the only card of the opposite colour in either the red cards or the black cards. Shuffle and "strip" the cards, until you are sure you have the red together and the black together. Then divide into two piles. Turn the piles showing all the black cards in one pile, all the red cards in the other pile. Their card will be the only card of the wrong colour in one of the piles.



### 207 - THE FOUR ACES

Fan through the deck and remove the four Aces. Place them on the table so your audience can see them. Now, either turn the deck or turn the Aces, as you return them to different sections of the deck. Shuffle the deck. Hold the deck behind your back and "strip" out the Aces. Place them at the top of the deck. Bring the deck forward, place it on the table, tap on it and say: "I have now brought the Aces to the top four cards." Turn them over and reveal them to be the Aces.



### 208 - THE JUMPING JACKS

Reverse the Jacks in the deck. Shuffle and fan the cards showing the four Jacks at different positions. Hold the deck behind your back, "strip" out the Jacks and place them in your back pocket. Return the deck to the table. Ask a spectator to look through the deck. The Jacks will not be there. You then pull them out from your pocket.

### 209 - THE CONFUSED CARD

Allow a spectator to select a card. Be sure to turn the deck so the card is returned with the tapering opposite to the rest of the deck. Shuffle thoroughly. Hold the deck behind your back and strip out the card. Turn it over and replace it in the deck face up among the face down cards. Spread the deck on the table to reveal the spectator's choice as the only face up card in the deck is the chosen one.

### 210 - THE ACE UPSIDE DOWN

Let one person from the audience choose one of the Aces and put it in the deck (be sure it is upside down!). Shuffle the deck a few times, take the Ace out a little by feeling it and turning it while you shuffle. This needs a little practice. Fan out the cards, and the chosen Ace is now face up!

### 211 - THE VANISHING PACK

Have a card selected, turn the pack around and have the chosen card put back in. Say you are going to find the selected card behind your back. While the cards are behind your back strip the card out and secretly put the rest of the pack into your back pocket. Hold the chosen card in your hand as if it's a full pack. Bring both hands in front of you and say you have a special way of finding it. Put your hands together and pretend to squeeze the pack. Now show just one card, turn it over.....it's the chosen card.

### 212 - ACE FINDER

If you look, all cards have got smooth corners, so to prepare, snip the corners of the Ace of Spades so the corners are a little bit pointy to touch. Don't snip off too much though....oh, and careful with the scissors. To perform, remove all four Aces and ask a friend to mix them up while your back is turned. With your hands behind your back, take them back and then turn to face your friend. Now secretly feel the corners of the cards. Say that you can find the Ace of Spades without looking, feel the spiky corners and bring it out to show your friend.

### 213 - SUGAR LUMP JUMP

You'll need three sugar lumps and two cards, a King and a Queen. Put two of the sugar lumps on the table about 30cm apart from each other. In your left hand, hold the King face up with your thumb on top and fingers underneath. With your right hand, hold the Queen in the same way but have the third sugar lump secretly hidden between your fingers and the card. If you show the cards to your friend and even turn your hands over, they will not see the secret sugar lump. Use the cards to cover the sugar lumps and say that the King isn't very sweet but the Queen is. While you are saying this, clip the sugar lump under the King with your fingers and at the same time, release the hidden lump from the right hand, onto the table. Count to three and lift up the cards. Wow, the lumps have jumped!

### 214 - FORCING A CARD

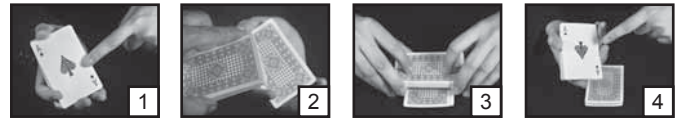
For this trick use a regular deck of cards. To force a card is when the spectator thinks that they are free to select their card. However you 'force' them to take one or more cards that you know beforehand. There are many ways of forcing a card, here are some simple forces.

### 215 - BEHIND YOUR BACK FORCE

Secretly note the bottom card of the deck. Now place the deck behind your back so you cannot see it. Now turn your back to the audience and invite someone to cut the deck/remove a pile of cards. When they have taken the cut, you turn around to face the audience once again. Secretly you now move the bottom card to the top of the remaining cards in your hand. You can tell your audience that as your back was turned, there is of course no way that you could possibly know the card that they have cut to. You say this and at the same time bring the cards from behind your back and offer the top card to the spectator (This is of course, the bottom card, which you brought to the top earlier).

### 216 - CROSS CUT FORCE

The easiest force to learn is known as a cross cut force. You place the card that you intend to force on the bottom of the deck. Now you put the deck of cards on a table and ask a spectator to cut the deck. You ask them to place the pile they lift off of the top of the deck on the table. Then you pick up the remaining pile and put them on top of the spectator's pile but sideways so you make a cross. You now need to take the spectator's mind off the cross cut in front of them. A good way of doing this is to talk about the trick you are about to perform or anything else e.g. the clothes that they are wearing or the weather. Now ask the spectator to pick up the card that they have cut to, of course this will be the card that originally had been at the bottom of the deck. You have now forced the card that you had intended.

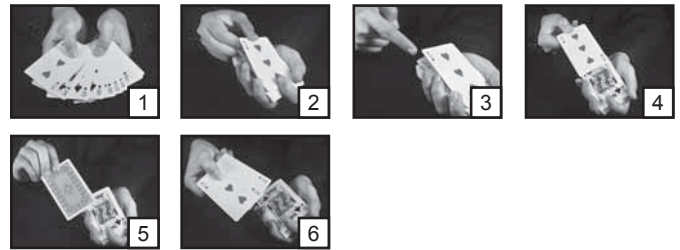


### 217 - DOUBLE LIFT

The double lift is when you secretly lift the top two cards as if they were one card, showing the second card to your audience. This is an advanced card technique and will require some practice to perfect. To perform the double lift you first fan the cards slightly in your hands. Then you square the cards up and put your little finger (the 'pinkie' finger) under the top two cards creating a small break that is unseen to the audience. With your free hand you can now lift these two cards as if they were one and show the face to the audience. Note that this is actually the face of the second card.

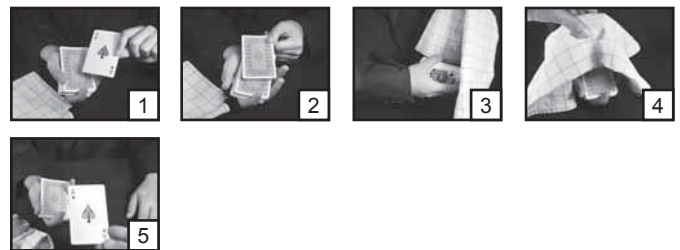
**TIP: Bend the two cards slightly as you lift them so you keep them perfectly aligned as if they were one card.**

**TIP: Practice lifting one card the same way as you do two cards so the 'lifts' both look exactly the same.**



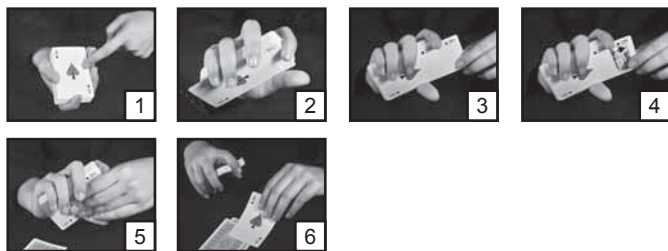
### 218 - FORCING WITH THE AID OF A HANDKERCHIEF

To perform this force you require an opaque handkerchief, napkin or similar cloth. In advance remember the top card of the deck. The audience should not be aware that you know what the top card is. Hold the deck face down in your hand and let a spectator cover the cards and your hand with the hanky. The moment that the deck is hidden by the hanky, you turn over the deck so it is secretly face up. You ask the spectator to lift up a pile of cards under the cover of the handkerchief about 4cm to 5cm. As they are holding the cards at the 5cm height, with your free hand you take over the cut cards from the spectator. Under the cover of the hanky your hand that is holding the remainder of the deck, turns the deck face down again. This now brings the known top card back to the top of the deck. You are now free to take this hand away from the cover of the hanky and offer it to the spectator as their freely chosen card.



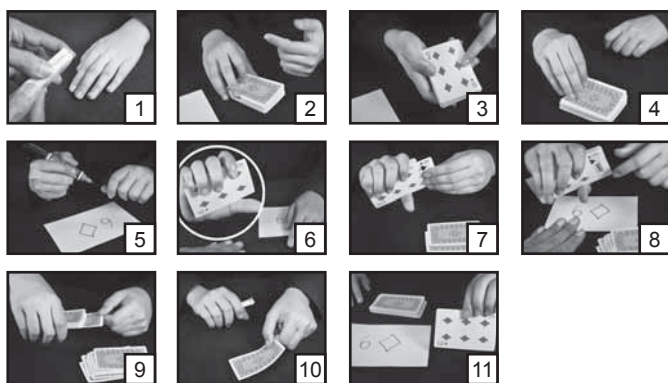
### 219 - THE GLIDE

The Glide is when you appear to take the bottom card from the deck while in fact you take the second from bottom card. Hold the deck face down gripping one long side with your four (extended) fingers, and the other side with your thumb. The tips of your middle and ring finger should be able to touch the face of the bottom card. Turn your hand over to show the bottom card, while turning the deck face down again your ring finger secretly slides the bottom card backwards about 1cm. This action is hidden by the back of your hand. With the fingers of your free hand you pretend to slide the bottom card from the deck while in reality you actually slide out the second from bottom card. This second card is easily accessible because the actual bottom card is slid backwards by about 1cm. When you have removed the second card from the bottom you simply slide back the bottom card.



### 220 - GLIDE PREDICTION 1

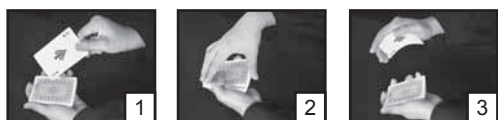
Ask a spectator to shuffle the cards and then pass the deck back to you. Secretly glimpse the bottom card. Put the deck on the table and take a piece of paper and a pen and write down your prediction (which of course is the bottom card). Using the glide technique, ask a spectator to shout "STOP" at any time they like. The next card that you pull off is in fact your prediction of the bottom card.



### 221 - PALMING

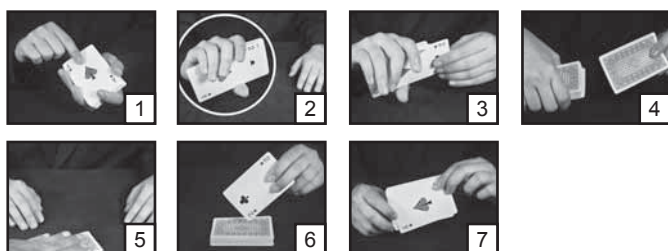
Palming is being able to secretly hide a card in the palm of your hand. The most common card to be palmed is the top card of the deck. Basically you are gripping the card between the fleshy base of the thumb and the tip of your pinkie finger.

TIP: Never look at your hands when you are palming a card.



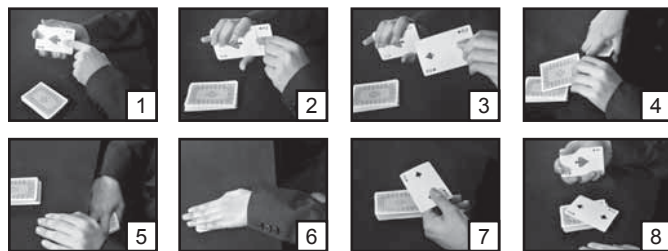
### 222 - SLAM A CARD THROUGH THE DECK

Show the bottom card, then use the glide technique to slide off the second card from the bottom and place it face down onto the top of the deck. Put the deck into a spectator's outstretched palm and let them slam the deck hard with their other hand. Ask them to turn over the deck and their card is 'slammed' to the bottom.



### 223 - SLAM A CARD THROUGH THE TABLE: GLIDE TECHNIQUE

Put half the deck onto the table, hold the other half in your hand and show the audience the bottom card. Perform the glide and pretend to put the bottom card on the half of the deck that is on the table. Then place half of the deck in your hand, underneath the table and slam your free hand on the half deck that is on top of the table. First turn over the top card showing that it is not the card, slowly remove your hand from underneath the table and turn over the half deck to reveal the card has travelled to the very bottom of the deck through the table.



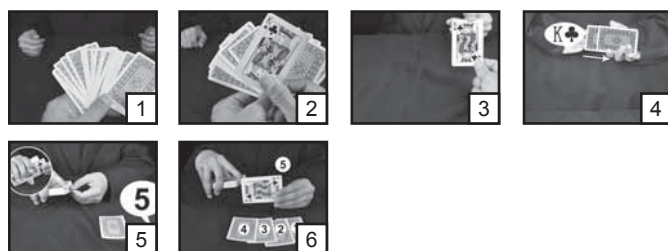
### 224 - SLAM THE CARD THROUGH THE TABLE: DOUBLE LIFT TECHNIQUE

Put half the deck onto the table, with the other half in your hand. Perform the double lift showing the second card, and place both cards as one back onto the top of the deck in your hand. Then deal the top card onto the deck on the table, place the half deck that is in your hand underneath the table, with your free hand slam the deck on the table and then pull out the deck from underneath the table and show that the card has travelled through the table.

TIP: You can build the suspense of this trick by taking the half out from below the table, perform a double lift and show the card has not yet passed through the table. Put the two cards back face down and then proceed as above to reveal the card from below the table.

### 225 - YOUR CARD AT ANY NUMBER NO.1

Let the spectator shuffle the deck and freely choose any card they like. The spectator holds onto the card while you take back the pack and hold it behind your back. Ask for the card back from the spectator and without looking at it pretend to place it back into the deck behind your back whilst in reality you place it to the bottom of the deck. Ask the spectator to name any number between 1 and 15, e.g. No.7 Now using the glide technique you pull out six cards and the seventh is the real bottom and chosen card.



### 226 - YOUR CARD AT ANY NUMBER NO.2

Let the spectator shuffle the deck and then remember the bottom card. Take the deck back and perform the glide technique, pretending to place their bottom card unseen (face down) into the middle of the deck. Now ask the spectator for their name and spell their name by taking the bottom card for each letter, though of course you are actually using the glide technique to pull these cards out. On the last letter of their name you actually pull out their card.

### 227 - SLIDE THE DIAMOND

To perform this trick, place the Two of Diamonds on the top of the deck and the Three of Diamonds as the second card. Perform the double lift showing the Three of Diamonds as the top card. Place it back on top of the deck and then slide off the Two of Diamonds and wipe it face down on your sleeve as if you are wiping the middle diamond off the card. Turn the card over and show that the Three has changed into a Two.

### 228 - JUMPING JACKS

To prepare, secretly place one of the Jacks on top of the pack. To perform, show your friend that you are going to remove three of the Jacks. Place them on the table. Put one Jack on the bottom, one on the top and one in the middle. Now take half of the cards and place them on the table and put the rest of the cards that are left in your hand onto the ones on the table. (This is known as cutting the pack). Now when you run through the

cards for your friend you'll both see that three of the Jacks are all together. Secretly, they're not the same three Jacks, but your friend won't know this.

### 229 - MAGICIAN IS ALWAYS RIGHT

Get the chosen card to the top of the deck and then perform the double lift and say to the spectator that this is their card – of course they will say that you are wrong. Place the cards back on top of the deck and then slide the top card off and wipe it on their shirt sleeve, turn it over to reveal their card.

### 230 - HAPPY FAMILIES!

Put all of the kings in a row on the table. Now place their matching queen onto each of them. Do the same with the Jacks and finally the same with the Aces. You will now have the king, queen, jack and ace of each suit in 4 piles. Now, one at a time, stack these on top of one another. Hold all of them face down in your hand. Cut off some of the cards, place them on the table and place the rest of the cards that are in your hand on top of the tabled ones. Put them all face down in your hand again and cut the cards again if you like. When you have finished deal the top card, face down, onto the table, now another one next to it, another one next to that one and do it with one more card. You now have four cards, face down, in a row. Deal one card on top of each of these cards in the same direction. Now deal another row of four cards and so on until you have no cards left. If you now turn over each of the 4 packs, you'll see that all of the different suits have gathered together!!!!

### 231 - LUCKY 7

Look through the pack and take out any 7 and without showing your friend what card it is, ask them to hold it face down. Now ask them to let their mind go blank and tell them they have to answer this question as quick as they possibly can..... 'name a number between 5 and 12?' For some reason, people will nearly always say 7. When they say it, ask them to turn the card over. Wow!

### 232 - HOW TO MAKE A CARD DISAPPEAR FROM THE DECK

For example we will make the two of spades disappear. Remove the two of spades from the deck and place it on the table. As a preparation you have put a stripe of glue stick/double-sided tape on the back of an indifferent card and placed this card on top of the deck. Show the two of spades and place it face down on top of the sticky card. Ask a spectator to cut the deck and complete the cut by placing the bottom cut on top of the top cut, thus burying the two of spades on the sticky card in the middle of the deck. With your finger press the top of the deck and then snap your fingers. Turn the deck face up and spread the cards in a wide spread (or ribbon) to show the two has disappeared! This is of course because it is now stuck to the back of the sticky card.

### 233 - JOKERS JUMP

To prepare for this trick place a duplicate Joker in your top pocket. Place the sticky card on top of the deck, openly remove the other Joker from the deck and place it on top of the sticky card. Make this Joker disappear as described above and then show that the Joker has jumped to your pocket.

### 234 - YOUR CARD IN MY POCKET

Let the spectator shuffle the deck. Then ask them to think of a number between 1 and 10 and to look and remember the particular card from the top of the deck. You then ask the spectator to give the deck back to you. You hold the deck behind your back, hidden from the spectator and you take the bottom card and place on top of the deck. Now take the next bottom card and tell the spectator that you think that this is their card and you place it in your back pocket without showing the face of the card to the spectator. Bring the deck back in front of you and ask the spectator what number between 1 and 10 they were thinking of. For example they say: "six", slowly deal off face down six cards from the top. Invite the spectator to turn over the sixth card. Because you earlier added one card to the top of the deck their card is now on top of the remainder of the

deck that you are still holding. While the spectator turns over the sixth card you secretly palm the top card on the deck and without the spectator noticing you pretend to reach round to get the card from your back pocket. You then bring your hand back and show the card that they were thinking of.

**TIP: Remember to take out the card from your back pocket later and return it to the deck.**

### 235 - THE JOKES ON YOU

For this trick you require two identical Jokers. To prepare place one Joker on top of the deck, then place the Queen of Hearts on top of that Joker and finally the second Joker on top of the Queen. Perform a double lift to show the Queen, ask a spectator to hold out their hand and place the double card face down on the deck again. Now, gesture to their hand and deal the top card face down on their hand. The spectator will think that this is the Queen of Hearts but of course it will be a Joker. Once again perform a double lift to show a Joker and place it back down on to the deck. Lift the top card and say: 'Presto chango'. Now turn over the top card to show that you have the Queen of Hearts and ask the spectator to turn over their card to discover that they now have the Joker!

### 236 - A SNOWY PREDICTION

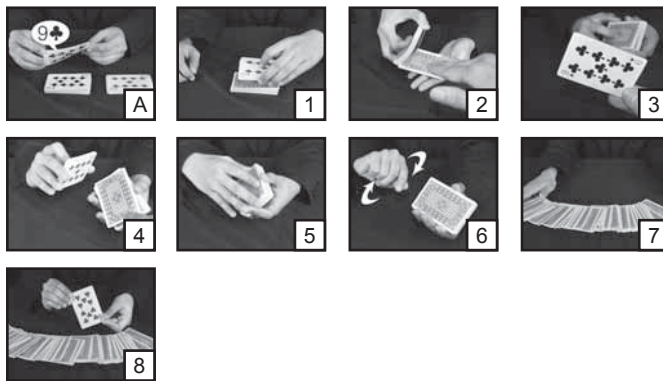
From your duplicate pack, take a card that is not the card you are intending to force. On the back of this card using a chap stick or similar lip balm write the initials of the card to be forced e.g. K♥ or KH = King Of Hearts. You then leave your prediction on the table in front of you. With your preferred force, force the King of Hearts. When you show the prediction card it seems to your audience to be the wrong card. But wait!!! You need some magic snow. Place your prediction card face down onto a dinner plate, now pour some table salt onto the card. The salt will adhere to the lip balm. Ask the spectator to lift the card slowly to a vertical position allowing the excess salt to fall off the card to reveal your true snowy prediction.

### 237 - I CAN GUESS THE COLOUR

Secretly arrange the cards so all the reds are on the top and all the blacks are on the bottom. Ask a helper to pick a card. Secretly note which half of the pack they have taken it from and magically tell them the colour without having seen the card!!!

### 238 - REVERSED CARD

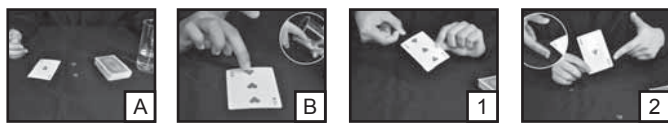
Before you start, secretly reverse the card at the bottom of the pack so it is face up. Keeping this card hidden at the bottom, spread the cards out and ask a friend to pick one. While they are looking at it, close the pack up, put them behind your back and turn them all over. Now turn around to face away from your friend and ask them to put the card in to the pack that you are holding (the pack looks ok, but is actually face up with one card on top facing down). Turn back to face your friend and while the cards are still behind your back, turn them back so they are all face down again. Now show them to your friend and when you spread through them, their card will be face up!!!



### 239 - FLICK TRICK

Take the Two of Hearts and ask an adult to carefully cut out the two hearts. Now, lick the back of them and stick them to

the front of the Ace of Hearts in a way that makes it look like the Three of Hearts. Hold the special card to a friend by the bottom corner and tell them that your favourite card is the Ace of Hearts. Now flick the back with your right fingers and the stuck on hearts will fly off revealing the Ace of Hearts.



#### 240 - HEADS UP!

Before you start, take the Ace of Spades and secretly place it in your top pocket. Also rub a small amount of lip balm on your forehead. To perform, spread the cards on the floor and ask your mate to find the Ace of Spades for you. While they are busy looking for it, take it from your pocket and press it to your head. Eventually your friend who can't find it will look up and laughs as they see it stuck to your head.

#### 241 - FANTASTIC FOUR

Secretly remember the top card (e.g. Ace of Hearts). Ask your friend to cut the cards into four piles. Remember which pile has the Ace of Hearts on top. Point at any of the other piles and say: 'I think the top card is the Ace of Hearts'. Pick it up and only you look at it, nodding as if you got it right. Of course it will be a different card (e.g. five of Spades). Place it back on top of that pile. Point at another pile and say: 'This top card is the five of Spades'.....Repeat this until you have supposedly named all of the top cards correctly. Now take each top card from each pile, give them a quick mix and turn them over to reveal all of the cards you named.

#### 242 - COLOUR CHANGING EIGHTS

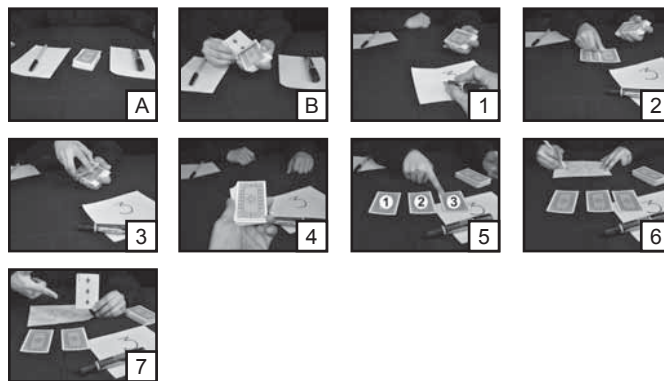
To prepare for this trick you need to place the eight of Hearts as the top card and the eight of Spades as the second from the top while the audience is not aware of this. Now openly look through the cards, find and remove the eight of Diamonds and place it face up in a spectators open hand palm. Turn the deck face down and perform the double lift showing the eight of Spades. Now place the double cards face down back onto the deck, make a gesture to the red eight in the spectators palm and now lift the top card off the deck and touch it face down to the red eight in the spectators hand. Slowly turn over this card to show that it has become red as well.

#### 243 - JACKS STICK TOGETHER

Secretly hold three indifferent cards face up in your left hand and let someone hand you the four Jacks from the pack. Now place the four Jacks face up on top of the three cards that are in your hand. Ask your spectator to place the deck face down on the table and put the package of cards that you are holding face down on top of the deck. The spectator will believe that these are the four Jacks, while in fact they are the four Jacks with three indifferent cards on top of them. Pick up the top card and place it face down on the bottom of the deck. The next card from the top you push face down into the middle of the deck and the third card you push somewhere close to the top, about seven or eight cards down. Now turn over the top card and show it, (it's a Jack), turn it face down and use it to tap the top of the deck and say with each tap: "Boys Stick Together". You can now turn over the top cards and the Jacks have all risen back to the top!

#### 244 - YOUR CARD

Secretly remember the top card before you start the trick. Ask your friend to shout any number from 1 to 10. Once they have said it, count that number of cards from the top of the pack, one at a time, onto the table. Tell them you have demonstrated what you want them to do. Once you have finished, put all of the tabled cards back on top of the pack. Now ask them to do what you have done. Once they have finished, shout out the name of the card you remembered before and turn over the last card they dealt onto the pile.

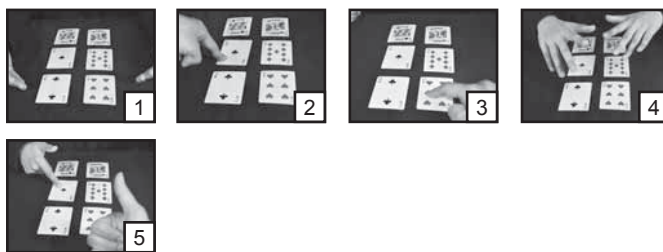


#### 245 - ORDER, CHAOS & ORDER

Take all the Aces from the deck and place them in a face up row on the table. Now take the four Kings and place the corresponding suited King on each Ace, repeat this with the four Queens and finally with the four Jacks. You now have four piles each consisting of Ace, King, Queen & Jack of each suit. Pick up the Heart suit and hold them face up in your hand repeat this with the Spades, Diamonds & Clubs. Turn the pile face down, cut the pile a few times each time completing the cut. Ask a few spectators to cut and to complete the cut. It will seem that the cards are now totally mixed up. You now deal four piles face down onto the table. (as if you were dealing to four players in a card game) and complete dealing until all the cards are on the table. Say your magic words and let a spectator turn over each pile. Each pile will consist of four of a kind.

#### 246 - SIX CARD MYSTERY

Lay out six cards on the table, face up, in the same formation the six hearts symbols are on the 6 of hearts card. Also make sure one of these cards is the six of hearts. You'll also need a group of friends, one of which is a secret helper of yours. Leave the room and say to your friends to agree on selecting a card but not to let you know. When you come back in, your helper points at the cards one at a time saying: "Is it this one". But amazingly you know which card it is, because the first card your secret helper chooses, is the six of hearts, but when they touch it, they secretly touch the heart that corresponds to the card on the formation of the six cards. So, if the group had chosen the bottom left card, your helper would touch the bottom left heart on the six of hearts. This will automatically tell you which card the group has chosen.



#### 247 - MAGNETIC CARD

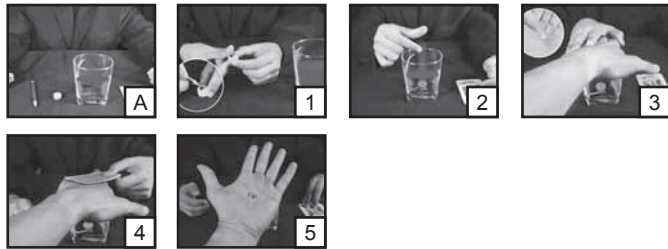
Place two drinking straws on the table parallel to each other and about 10cm apart. Tell your friend that the Ace of Spades is powerful. Take it and place it between the two straws. As soon as you do this, secretly, softly and quietly, blow on the ace and the straws will wiz apart from each other. Your friend will think it's the Ace and not know it's you.

#### 248 - SWEET TRICK

You will need a bowl of sugar lumps, a pencil, a glass of water and your cards. Show your friend a sugar lump and write '8H' on one side making it nice and thick so it's easy to see. Hold the sugar lump between your fingers and thumb so the writing is on your thumb. While you are doing this, tell your friend that you are going to dissolve the sugar lump in the glass of water and ask them to examine the glass of water. While they are doing this, the writing will secretly be coming off, onto your thumb. Plop the sugar cube into the water. Grab your friend's hand,

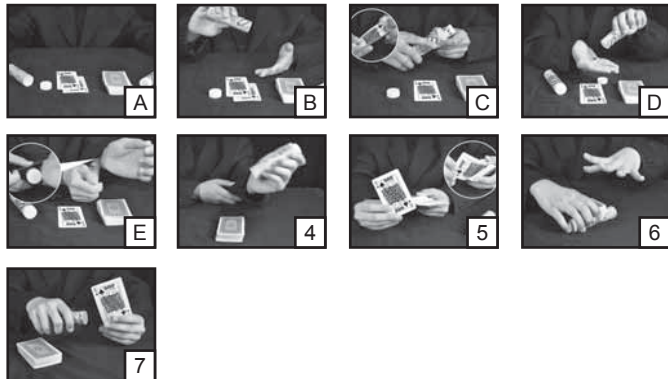


making sure that your thumb is in contact with the palm of their hand. This will secretly transfer the writing onto their hand, but they won't know. Put their hand over the glass. Now take the 8 of Hearts and wave it around their hand. When they see their hand, they'll be amazed the '8H' which stands for 8 of Hearts, is on their palm.



### 249 - SMARTY PANTS

You will need two, small sweet tubes and a King of Clubs from another pack. Empty the sweets from one tube, role up the spare card and slide it into the tube. Secretly put the other tube up your right sleeve and attach it to your wrist with a sweat band (make sure it isn't too tight or it will hurt). Roll your sleeve down. Now when you pick up the 'empty' tube and shake it with your right hand, it'll sound like it's full of sweets. To perform, 'rattle' the tube and tell your friend that it's full. Tell them to pick up the cards, find the King of Clubs, look at it, put it back in the pack and shuffle. Take the cards with your left hand and place the sweet tube on top of the pack. Now shake the cards and tube with your left hand. Say that you can't hear any noise and ask your friend to open the sweets, where they will find the King of Clubs.



### 250 - IS THIS YOUR CARD?

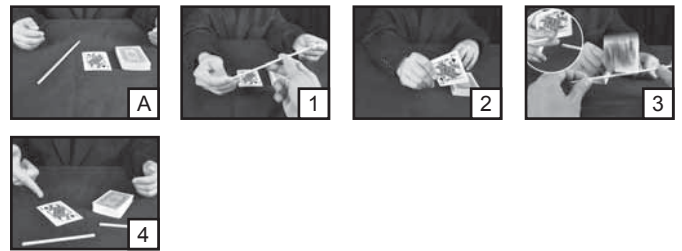
Secretly look at the bottom card and remember it. Now ask a friend to pick a card, remember it and put it on top of the pack. Cut half the cards from your hand onto the table and place the remaining cards from your hand onto the one on the table (known as cutting the cards). Now look through the cards and their card will be the one behind the card you secretly remembered.

### 251 - IS THIS YOUR CARD? 2

Secretly, sort the cards so all of the reds are on the top and all of the blacks are on the bottom. To perform, ask a spectator to take a card, but only offer the cards from the top half. While they are looking at it and remembering it, spread out the bottom cards and ask them to put it back. Close the cards up, and when you look through the cards (facing you), you'll see their card is the only red card among all the blacks.....easy!

### 252 - KARATE CHOP

Ask a friend to hold a lollipop stick at either end. Take a card and say that you can use it to chop the stick in half. Hold it between the thumb and middle finger. When it comes to the chop, quickly and secretly extend your index finger. When the card makes contact with the stick, it's actually your finger that chops the stick in half.



### 253 - RISING CARDS FROM BOX

To do this, you'll have to cut up your card box so you may want to do it with an old pack or spare box. On the back of the box (the side that is attached to the flap), cut out a slot about 2cm wide and the length of the box. This is a secret so make sure that your friends don't see the back of the box. To perform, put the pack into the box and hold the box in the same way as the pack in the trick above. Now using the slit in the box, slide the back card up in the same way.

### 254 - RISING CARD FROM POCKET

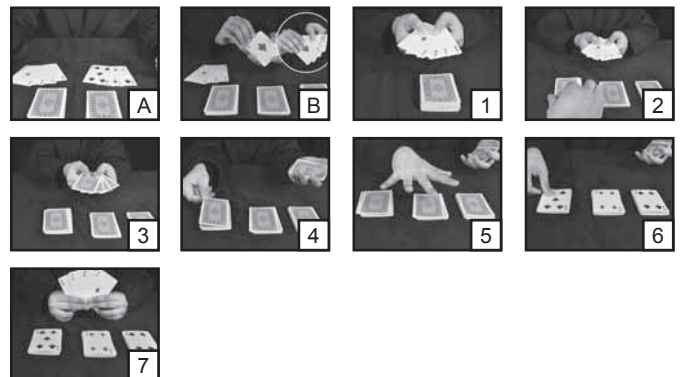
You have to wear a jacket for this with a top pocket. To prepare, ask an adult to sew a piece of cotton to the inside of this jacket pocket, but on the jacket side of the pocket rather than the pocket side. Leave about 30cm of cotton hanging out. Now slide a card into the pocket, which will push the cotton down too. Now secretly grab hold of the cotton with your left hand. To perform, make some magical movements with your right hand and secretly pull the cotton. This will make the card rise up out of the pocket.

### 255 - DISAPPEARING PACK

To do this, you'll need to be sitting behind a table that has a table cloth. Keeping the cards in the box, place them on the table at the short end. Take a piece of paper and mould it around the tabled cards. Hold the wrapped deck in your right hand. Use your left fist to knock the table top and as you do this, move your right hand back and loosen your grip slightly. This will allow the cards to fall into your lap, but the paper will keep the shape of the deck so your audience will think that you still have them in the paper. Move the deck shaped paper back to the middle of the table, acting as if the cards are still in there. With your left hand, squash the paper flat onto the table. They're gone! Now in a magical way, bring out the cards from under the table.

### 256 - ACE TO BASE

Have the four Aces fanned out in your hand but with three other cards secretly hidden behind the last Ace. Ask a friend to cut the deck into three equal piles. Now square up the Aces (and the three hidden cards). Holding these cards together and face down, deal a card from the top of your packet onto the top of each pile your friend has made. When you've done this, your friend will think you're just holding one Ace in your hand. Now magically show how all four Aces have jumped back to your hand.



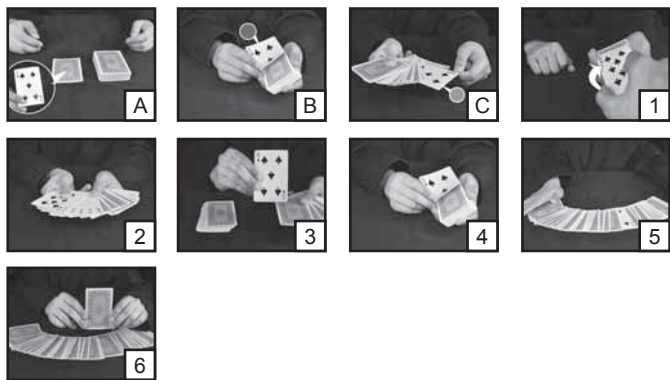
### 257 - CHEEKY TRICK

Without your friend knowing, get them to stand in front of a mirror. Obviously this trick is best done in your own home. Ask

them to pick any card and look at it very carefully. While they are looking at it, you'll be able to see the reflection of the card in the mirror that's behind them. Ha! Told you it was a cheeky trick!!!

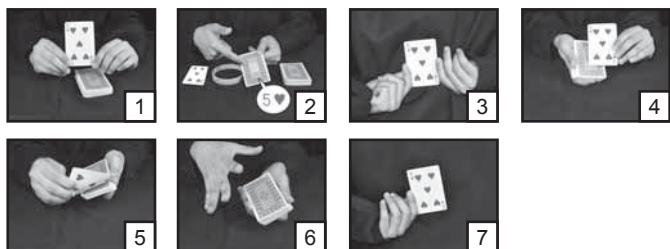
### 258 - TURN OVER AND COLOUR CHANGE

Take the same card as your 'force card' from another pack that is the same size but has a different colour back. Put this card near the bottom of the pack, but face up. To perform, force the card as above. Ask your friend to put the card back into the pack and make sure the other 'cut' cards are face down. Shake the pack, run through the face down pack and your friend will think that their card has turned face up!!! Not only that but it's back has changed colour!



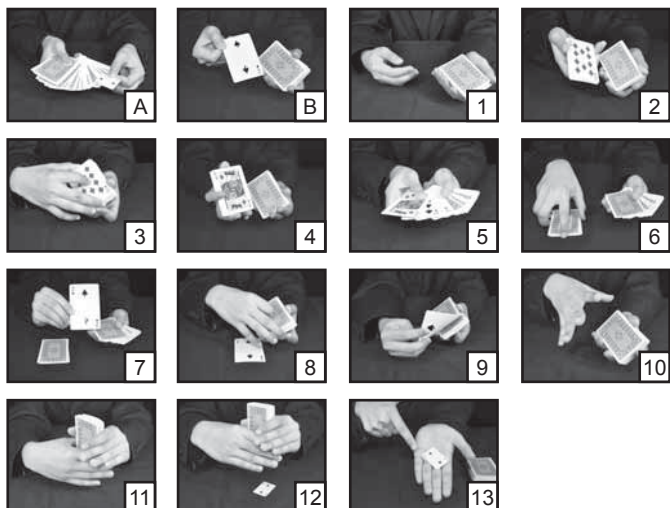
### 259 - STUCK ON YOU

From a different pack, take the card that matches the one you're going to use as your 'force card' and secretly stick it to your back so the face of the card is facing outwards. Make sure that no one sees this. Force the card on your friend. Ask them to put it back and shuffle the cards. Take them back and look through the cards. Say that you can't find it anywhere. Turn around as if you are looking for it and your friends will laugh when they see it on your back.



### 260 - SHRINKER

From a mini pack, take the same card as you are going to force and pop it in the pack near the bottom. Force the card and ask your friend to pop it back. Now act like you're squeezing the cards. Spread them out on the table face down and there will be one mini card. Ask your friend to turn it over and they will think their card has shrunk.



### 261 - PHONE A FRIEND

To prepare, record a greeting message on your voice mail that says: 'Hello, sorry I can't take your call because I'm busy finding the .....'. Then name the Force card. To perform, force the card and get your friend to put it back into the pack. Pretend you can't find it and then ask your friend to use their mobile to phone your number. They won't believe what happens next!

### 262 - SPLAT!

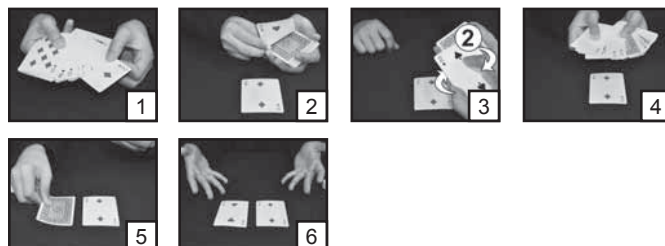
On the bottom of a paper plate, write the name of the card you are going to 'force'. Now add some whipped cream onto the plate. Make sure it's something that won't irritate the eyes. Now, force the card and ask your friend to put it back in to the pack. Tell them that if you can't find their card in 10 seconds, you'll splat the cream on your head. After 10 seconds, splat the cream on top of your head. This will get a laugh, but when you bow and they see the card written on the bottom of the plate, they'll be amazed.

### 263 - OPEN UP AND SAY AAAAAAAH!

Once you have forced the card. Ask your friend to sit on it so there is no way you can know what the card is. Now ask them to tilt their head back and open their mouth. Look into their mouth and say that you can see the card. Now tell them what the card is!!!

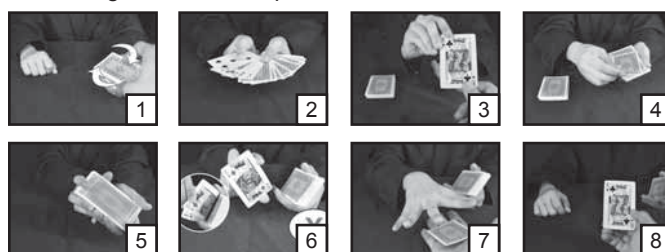
### 264 - TWINS

Before you start, take out the card that twins your 'force card'. For example, if you're forcing the Two of Hearts, remove the Two of Diamonds. To perform, show the twin card and tell your friend that you want them to use their magic powers to find its mate. Once you have forced the card on them, they will think they have magic powers.



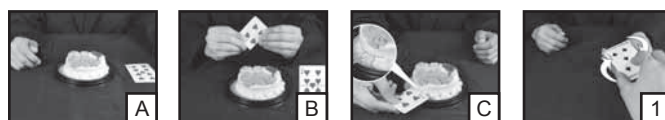
### 265 - AM I WRONG?

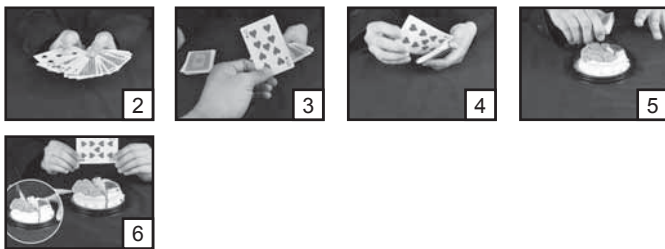
Once you have forced a card, have the cards shuffled. Take them back, look for the forced card and move it to the top. Now perform a double lift (see 'double lift' trick) and say: "Is this your card?" They'll say no. Put the card/s on top of the pack, do some magic, lift off the top card.....It's now theirs!



### 266 - ROLL WITH IT

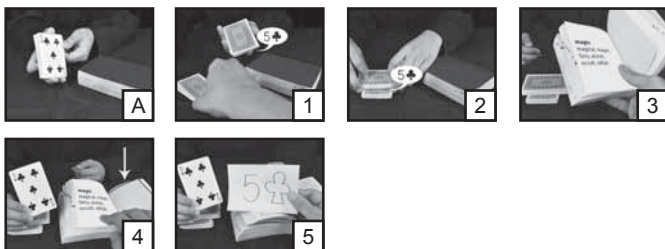
Take a duplicate of the force card from another pack, fold it into quarters and push it into a bread roll through the bottom. Put it on a plate and place this to the side of your table. Force the card and get your friend to remember it and put it back into the pack. Now wave the cards over the roll and say you've felt it go from the pack. Now get your friend to rip open the roll..... there it is!!!...





### 267 - LOOK IT UP

To prepare, take a dictionary, find the word 'magic' and put a piece of paper here that says: "You will choose the...." Then name the force card. To perform, force the card to your friend then ask them if they know the meaning of the word magic. Give them the dictionary and ask them to look it up. They won't believe what they find.



### 268 - PHOTO OPPORTUNITY

Use your camera to take a picture of a member of your family holding the force card. Then, if you want to go the whole way, frame it and hang it on the wall. To perform, force the card on your friend and then pretend you are having trouble finding their card once they have put it back in the pack. Tell them to keep themselves occupied while you are trying to find it and let them take a look at some family photos. You'll know they will find the special magic photo.

### 269 - ONE INTO SIX

Place the Ace of Clubs on top of the deck and the Six of Clubs on top of the Ace. Perform a double lift showing the Ace to the spectator, and place the cards face down on the deck again. Now lift the top card (the Six) without showing the face of the card to the spectator. Place the Six sideways into the deck so it forms a 'T' shape with the deck. Ask the spectator to tap the top of the deck six times, then push the card through the deck and out the other side and show it to the spectator. It will seem as if the Ace has turned into a Six.

### 270 - YOUR CHOICE MY MIND

To perform this trick you need to do a little preparation. First remove the King of Spades, the Queen of Hearts and the two identical Jokers. You also need a sticker, the card box, a piece of paper and a marker pen. Write on the piece of paper 'you will choose the King of Spades and place the paper in the card box with one of the Jokers'. On the sticker you write 'You will choose the Queen of Hearts' and place the sticker on the back of the Queen. Place the Queen, a Joker and the King face up on the table and place the card box somewhere close and it should be visible. You are now ready. Openly remove the Joker from the box and place the box back on the table. Do not expose the face of this Joker. Its purpose is to function as a pointer. Ask a spectator to look at the three cards and to choose one, when they have made their choice, they are to pick up the Pointer card and place it face down on their chosen card. You tell the spectator that you know already which card they will choose and that you have already made your prediction. There are three possible outcomes;

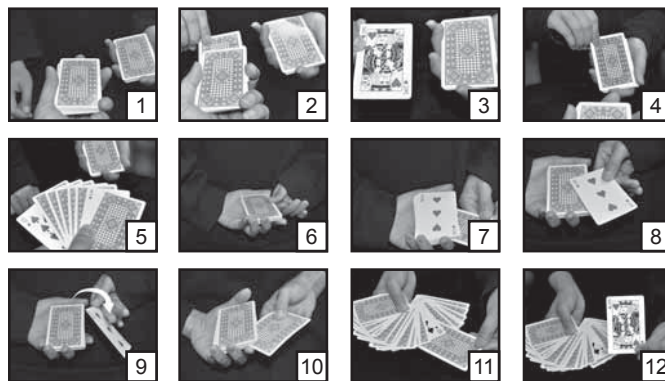
- If the spectator chooses the King let them open the card box and remove and read the paper.
- If they choose the Queen, let them turn all the cards over and they will see the message that is only on the Queen.
- If they choose the Joker tell them to turn over the pointer card as this is your prediction.

### 271 - PULSE

Place your key card onto the bottom of the deck. Fan the deck and ask the spectator to choose a card and take it and place it on top of the deck, cut the cards and complete the cut. The chosen card is now below the key card. Spread the cards out on a table and secretly notice the key card and the chosen card. Ask the spectator to point their finger and hold their wrist loosely, guide their hand across the spread of cards two or three times and inform them that their pulse quickens when they move over their chosen card. Now the next time they pass over the card, gently push their finger down onto the selected card.

### 272 - FIND YOUR OWN CARD

Let a spectator shuffle the deck and cut it into two, keeping half for themselves and the other half they give to you. Let them take out any card, remember it and put it on top of their half. While they are doing that, you secretly turn over the bottom card of the pile you are holding and the second card from the top. Place your half on theirs and ask them to put the deck behind their back. Now instruct the spectator to take the top card and insert it somewhere near the bottom of the deck. Then you tell them to take the next top card to turn it over and place it somewhere in the middle of the deck. Let them bring the deck back into view and ask them to spread the cards across the table. They will see one card roughly in the middle of the deck face up and they will presume that this is the card that they turned over, ask them now to turn over the card directly below this card, it will be their card!



### 273 - RISING CARD

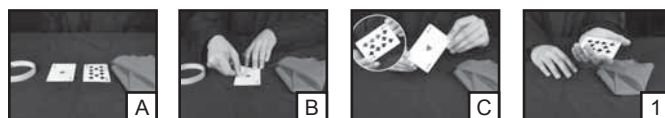
To prepare for this trick you have to find a rubber band that fits very loosely across the length of the deck. Now wear the rubber band around your wrist. Ask the spectator to shuffle the deck and to remove a card, take back the deck and turn your back to the audience. Ask the spectator to show their card to everyone. While they are showing the card, take the rubber band from your wrist, wrap it length wise around the deck and place the deck into the card box. Face the audience, take the card from the spectator and push it into the middle of the deck. Keep the card face down so you cannot see it. Keeping pressure on the box with your fingers, close the lid and show the box around. Say the magic words, open the lid and slowly release pressure with your fingers and their card will eerily rise from the deck!

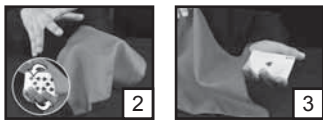
**TIP: Before starting this trick you may want to remove five or six cards from the deck to allow space in the card box.**



### 274 - CHANGING CARD

With glue, secretly stick two cards back to back. Hold the card to your friends but don't show them that there is a secret second card stuck behind it. Put a hanky over the card. Secretly, under the hanky, turn the card over and when you pull the hanky off, the card has changed to a different one.



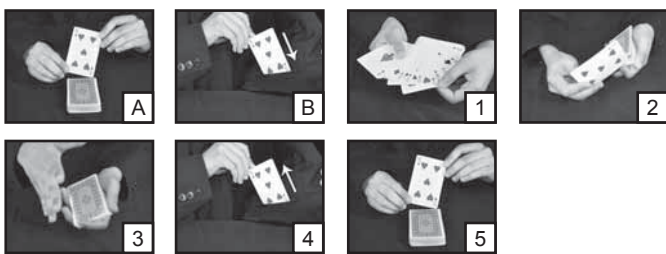


### 275 - CHANGING CARD IN GLASS

Stick two cards together as above. Now place it in a wine glass. Hold the glass by the stem with your fingers and with your other hand, hold a hanky in front so your friends can't see the glass. Now revolve your fingers which will twist the glass around so the secretly stuck on card will face your mates. Drop the hanky to reveal the card has changed.

### 276 - FLYING CARD

Take any card from another pack (e.g. Five of Hearts) and secretly put it into your pocket. Now, take your pack and show the faces to your friend. When you get to the Five of Hearts, remove it, show your friend and put it back into the pack. Pretend to invisibly remove it, throw it into the air. Pretend to follow it with your eyes so it looks like it lands in your pocket. Now remove the secret second card from your pocket and your friend will think it's the same one.

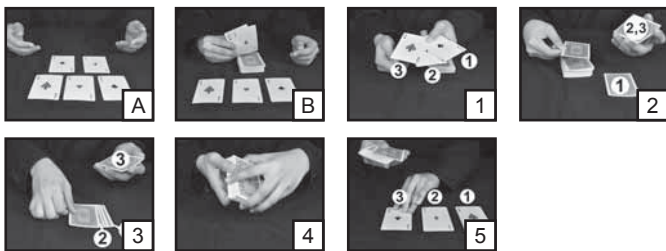


### 277 - FLY FINDER

Mark the Ace of Spades with a pencil (make a small dot). You'll also need a fly swat with some double sided sticky tape on one side. Shuffle the cards and place them on the table face down. Now say that a fly is buzzing around the room and has landed on the Ace of Spades. Find the secretly marked Ace of Spades in the deck and hit it with the fly swat. The secret sticky tape will attach the Ace of Spades to the swat so when you lift up the swat, the Ace of Spades will come with it.

### 278 - AN ACE TRICK

Hold the Ace of Hearts upside down so the point of the heart is facing upwards. Now hold the two black Aces in a V shape in front of the heart so it makes the Ace of Hearts look like a Diamond. Also, secretly have the actual Ace of Diamonds on the top of the pack, then place any other card on top of the Ace. You're set! Show your friend what looks like the Ace of Diamonds and two black Aces. Square them up and keep them face down in your right hand. Now deal an Ace to the table, then a card from the top of the pack on top, then an Ace, then the next top card from the pack, then an Ace. Collect all these tabled cards, put them on top of the pack, a bit of magic, turn over the top three cards and they have all jumped together.



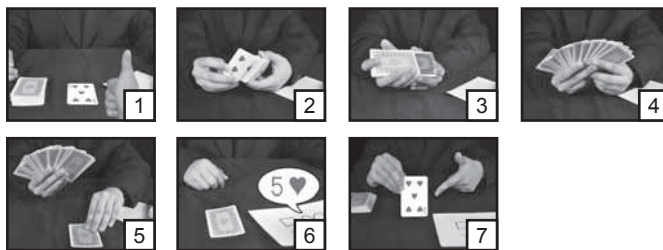
### 279 - JUMPING CARD

Before you start, hold the short ends of the card, bend the top card a little and place it on top of the pack that is on the table. The top card should look a little like a bridge. Now if you clap your hands very near the cards, the air caused from the clap should cause the top card to fly off onto the table.



### 280 - EASY TRICK

Before you start, secretly tell one of your friends to say: 'Five of Hearts' when you ask them to think of a card. Get some friends together including your secret friend. Show them your pack of cards. Take out the Five of Hearts but without anyone seeing which card you have removed. Hold it with the back of the card facing your mates. Ask your secret friend to think of a card. Once they have shouted out the name of the card, turn yours over and all the other friends will be amazed.



### 281 - FLOATING CARD

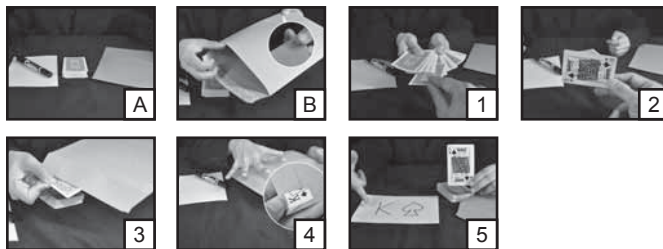
Take a piece of garden cane or a stick about 30cm long and wedge it under your arm pit. Now stick the back of a card to the end of the stick with a piece of blue tack. If you look at it in the mirror at the right angle, you won't see the stick and the card will look like it's floating. If you get a friend to take a photograph of this and e-mail it to people, your friends will think you can make cards float.

### 282 - CARD IN THE BAG

Before you start, secretly take a card, remember it and stick it to the inside of the side of a brown paper bag with some blue tack. To start, ask your friend to shuffle the cards. Hold the bag so your friend can't see inside, take the cards back and drop them into the bag. Tell your friend that you are going to find the five of hearts without looking. Act like you are searching through the cards but secretly remove the Five of Hearts from the inside of the bag and show it to your friend.

### 283 - X-RAY ENVELOPE

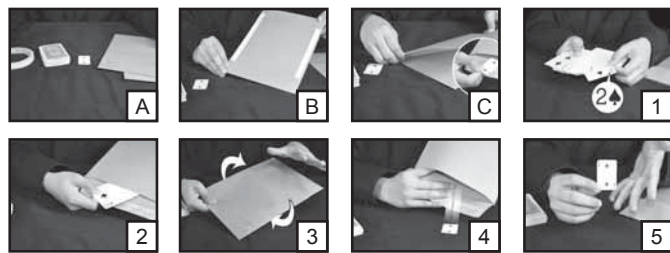
Take a small, brown (pay) envelope, the kind that is just big enough to fit a playing card and cut a small square shape out from one of the bottom corners. This is a secret though. Ask a friend to pick a card and without looking at it, slide it into the envelope. Make sure your friend can't see the secret hole in the envelope. Once the card is in the envelope, hold it up in front of yourself so the secret hole is facing you. If you've put the card in the right way round, you'll be able to see the bottom corner of the card which will show you what card it is. Pretend you are using your x-ray skills and tell them what it is.



### 284 - SHRINKING CARD

To prepare, buy a mini pack of cards. Also, buy two small envelopes and glue them back to back. Put a mini Five of Hearts into one of the envelopes, close the flap and place the double envelope so the 'mini card' side is face down on the table. Your friends will just think that it's a normal envelope. Now, take your pack of cards, and ask your friend to find the Five of Hearts. Take it and (make sure, they don't see it's a 'double envelope') slide it into the empty side. Now shake the envelope around

and while you do this, secretly turn the 'double envelope' over. Now reach into the envelope and remove the mini card..... it's shrunk!

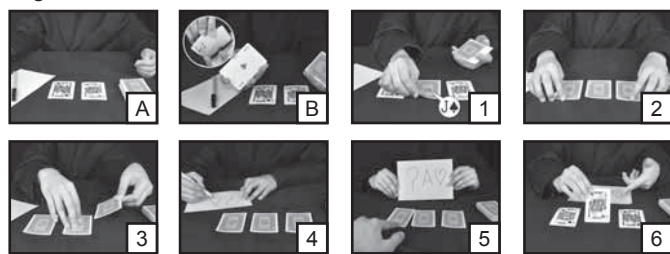


### 285 - SHRINKING PACK

For this trick you will need a very small deck of cards, if possible with the same back as the regular deck of cards. Before you start, place the mini pack into your back pocket. Take the normal pack and ask a friend to pick a card, remember it and place it back. Put your hands behind your back and say that you will find the card without being able to see. Now, secretly put the normal pack into your empty back pocket, but keep one card in your hand. With your other hand, secretly take out the mini pack. Tell your friend that you have found their card and bring your hands in front, showing them the normal card. They will think you've got the trick wrong and say: "No it isn't!!!" Now show them the cards have all shrunk and they will be amazed!

### 286 - FIND THE ACE

To prepare place the Ace of Hearts, face down, on top of the pack, with three Jacks on top of the Ace. Take the top two Jack's, show them to a friend and pop them face down onto the table so they are next to each other. Now double lift (see above) the next two cards so it looks like you are holding the Ace of Hearts. Put it (them) back on top of the pack, separate the face down Jacks a bit and take the top card from the pack and place it face down between them. Your friend will think that the Ace is between the Jacks. Mix them around and ask your friend to tell you where the Ace is. They will be amazed to find that the Ace is gone and there are now three Jacks.



### 287 - LEVITATE YOURSELF

#### THE ILLUSION OF SELF-LEVITATION ALSO KNOWN AS THE BALDUCCI LEVITATION

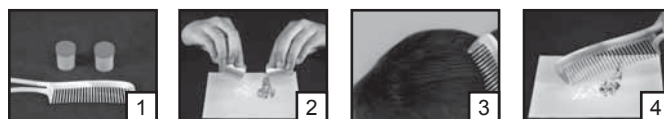
This trick enables you to give the effect of floating three or four inches (about 8.5cm) above the ground. You do have to be careful though, watch your angles, and practice with a friend first so you get a feel of where you want your audience to be positioned. Remember; never repeat this trick to the same audience! Whenever possible wear long black trousers and black shoes, or at least shoes and trousers of a similar colour. If your trousers are slightly long, (but not overly so) this will add to the effect. Stand with your back to the audience who should be about four feet away (or just over 1 metre) and rise up on your left foot (or right whichever you find the easiest) bearing in mind your angle to the audience! It is important to keep your heels together, always tell people to look at your feet, so they don't miss the trick! Relax your knees and crouch down slightly, gently raise your arms outward to your sides whilst at the same time placing your weight forward on the ball of your left foot. Once you have done this gently raise yourself upwards, continuing to keep your weight on the ball of your left foot as you straighten your legs. It is really important to remember to keep your feet and heels together. Immediately before the performance, build the trick up, and talk about "the amount of concentration and energy that it requires and that afterwards you may appear to

be a little faint." Don't stay up too long or the audience may start to move around and also you may lose your balance! When you come down do so with a slight jump spreading your feet apart, this gives the effect that your feet were always apart. Then holding your hand about a foot apart (15cm) and ask your audience how high they think you did levitate. People standing slightly apart will have seen this from slightly different angles and afterwards may well think that you went up much higher than in reality!



### 288 - THE SALT AND PEPPER TRICK

The magician sprinkles some salt onto a piece of paper, and then sprinkles some pepper on top of the salt. Now challenge the audience to separate the salt from the pepper! Nobody will offer an easy solution. The magician removes a comb from their pocket (or takes a balloon) and runs it through their hair a few times. This will generate static electricity. Now hold the comb (or balloon) just over the pile of salt and pepper and the grains of pepper will jump up and cling to the teeth of the comb (to the balloon) leaving the salt on the table.



### 289 - THE BANANA TRICK

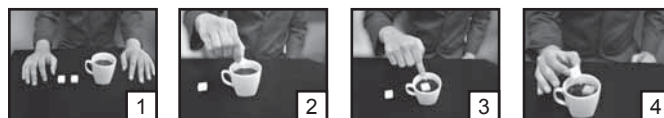
The Magician displays a banana to the audience and asks a volunteer to choose a number between 1 and 4. Then the Magician peels the banana. If the volunteer says 2 they show 2 pieces of banana, if they say 3, the Magician shows three pieces of banana. Before the performance, take a needle or a toothpick and insert it in one of the dark patches on the banana skin. Once inside, you can slice the banana by moving the toothpick from side to side. Do this twice so that you can produce either two or three slices of banana.

### 290 - DISAPPEARANCE OF A BISCUIT

Show the audience the biscuit with your right hand. Pass it to your left hand (close your fingers and turn your hand so the biscuit cannot be seen inside your fist). Then you let the audience know that the biscuit is about to disappear. Count to three, open your hand and... the biscuit is still there (first laughs). Take the biscuit and show it again using your right hand. Repeat the same movements as before (passing the biscuit to your left hand, count to three and show the audience that the biscuit is still there). This will cause even more laughter, as people enjoy seeing the magician having a hard time. Perform these steps three or four times. During the last time, pretend to pass the biscuit to your left hand but keep it hidden in your right hand, while you tell your audience that you have forgotten the "magic powder". Squeeze your right hand tightly and sprinkle the crumbs of the smashed biscuit over your left hand triumphantly showing how the biscuit has disappeared (at this point the audience will roar with laughter when they realise they have been tricked).

### 291 - A SWEET FLOATATION

Before you add milk or cream to your coffee secretly drop a sugar cube upright into the cup. Then tell your audience that in the best coffee, sugar is always floating. Place another cube of sugar directly on top of the first. It will appear as if the cube you've just put in is floating. The audience will not see the first cube as it will be hidden by the coffee. If the coffee is very hot, let it cool a little before performing otherwise the first cube will dissolve before you place the second on top...



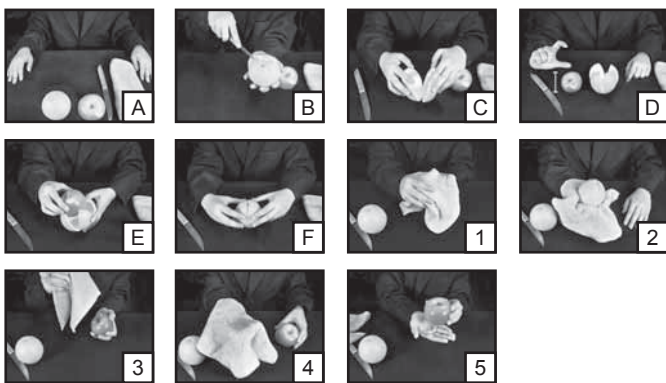


### 292 - A SWEET TRANSPOSITION

To perform this trick you require sugar cubes that are individually wrapped in paper and you also need a light empty glass. Before you sit down, you need to unwrap one or two cubes of sugar very carefully, then rewrap the paper (without the sugar lumps) and place them back in the top of the bowl. The sugar cubes you place in your lap as you sit down. It is not unreasonable for people looking at the bowl to automatically assume that all the cubes have sugar in them. Tell the audience that you can pass a solid object through another. Knock on the table in front of you and ask the audience if they think it is solid. In fact let them knock the table in exactly the same spot. Now pick the two empty packets and place them on the table at the spot you have just knocked. Place the light empty glass on top of the empty cubes. Because of the structure of the empty cubes they should be able to support the weight of a light glass. With one hand under the table (holding the two cubes) pick up the glass and firmly tap it onto the cubes flattening the packets. Bring your hand from under the table and show the sugar cubes. In fact you made them travel both through the paper and the table!

### 293 - ORANGES ARE APPLES

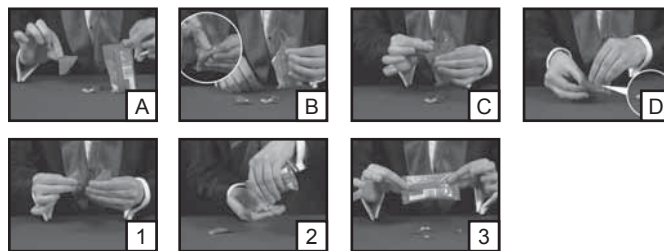
To perform this trick you need an orange, an apple and a handkerchief. An orange is placed on the table, you cover it with a handkerchief and it becomes an apple! Very carefully cut the peel off an orange so that it comes off in one piece. It goes as follows: one third from the top of the orange you cut down to the bottom, you repeat this eight times and then scoop out the flesh of the orange. (If you were to open the orange out it would appear to be a spider with eight pointed legs.) You let the orange dry a little and then place the apple inside it. When you cover the orange with the handkerchief you apply slight pressure with your fingers and hold the orange peel as you pull the handkerchief away. The orange peel will be in the hanky and the apple will be left on the table, a really fruity transformation!



### 294 - RESTORING AN OPEN PACKET OF SWEETS

To perform this trick you will need two identical packets or bags of sweets. The effect is that you tear a bag of sweets open and pour some into an audience member's hand. You make a comment that there will not be enough for everybody, and you really need another packet. You take the packet that you are holding, fold it over in your hand, blow on it and throw the new bag of sweets to a member of the audience and ask them to open it and pass it round. The secret is simple. Cut the corner off of one packet of sweets, and match up the cut off corner against the unopened packet and fold the unopened packet along the same line as the cut. From the open packet you then place six or seven of the sweets into your right hand. By holding the torn off corner over the folded corner of the full packet, it seems as if you are tearing open the full packet. Place the torn off corner into your pocket, then hold the packet over an audience member's hand and gently release through your fingers the loose sweets. It will look like the sweets are dropping out of the bag that you are holding. When you fold the packet over in your two cupped hands, push back the folded

section and it now appears as if you have restored the open packet to a new one.



### 295 - A SWEET DROP

Secretly take a wrapped sugar lump from a bowl and remove the wrapper, rewrap the paper, without the sugar lump inside. Place the empty package (the shell) back into the bowl. When your coffee comes, make a comment about hating these wrappings, that they are really inconvenient. At the same time take the shell from the bowl with your right hand. (In your left hand you have the unwrapped sugar lump.) Hold the sugar lump in your left thumb palm, and put your left hand over the coffee. Make a comment about knowing a faster way to get your sugar. Place the shell on the back of your left hand, then slap the back of your left hand (flattening the shell) and release the lump of sugar from your hand...

### 296 - WHAT A CATCH!

To perform this trick all that you require is an empty glass and two lumps of sugar. Hold a lump of sugar against the side of the glass with your thumb. Then place the other lump on top of the first one. Holding everything in one hand, bet that you could toss each lump into the glass but one at a time so that you end up with two lumps in the glass. Let a member of the audience try it first, it looks like it is easy to do but without knowing the secret it is virtually impossible. Each time they try it, the first lump will fly out of the glass as the spectator tries to toss up the second lump. The secret is simple, toss up the first lump and catch it. With the second lump you do not throw the sugar into the air but instead release your thumb and bring the glass under the falling lump of sugar. N.B. Don't use a long tall glass.

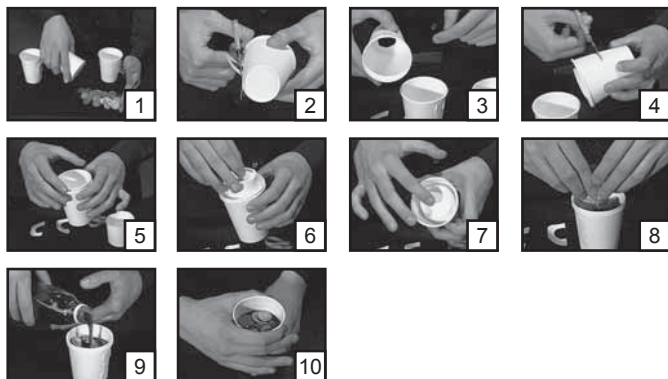
### 297 - A LIGHT ROLL

Unfold your napkin or serviette and place it in front of you, hidden under the corner nearest to your right hand is your fork. On your immediate left is your side plate with a bread roll on it. Pick up the napkin by two corners so that you are holding it like a curtain in front of you. (You secretly pick up the fork at the same time). Mention that you are very fussy about what bread rolls you eat and that they have to be made from the lightest and finest dough. Move the napkin over your plate so the roll is covered and pierce the roll with the prongs of the fork. As you lift the napkin up, the roll will rise up under the centre of it, well away from your thumbs, which could not possibly be holding it. You can even move the fork so that the roll rises to the top of the curtain in front of you. Gently lower the roll onto the table just in front of you and pick it up with your left hand, at the same time pulling it off the prongs of the fork. Pull the napkin towards you and drop the fork onto your lap at the same time as you lift the roll into the air with your left hand. Place the napkin on the table in front of you and when bringing your left and right hands together open the roll at the point where the prongs went.

### 298 - TURNING COLA INTO COINS

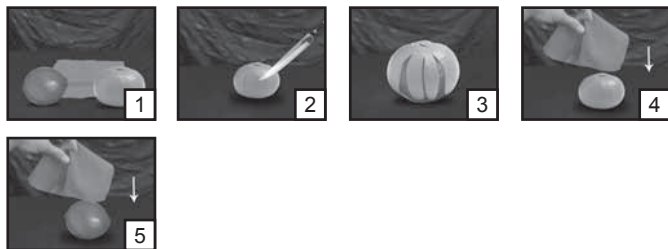
To perform this trick you require three paper cups, some loose change, an empty cola bottle and some cold black coffee. The trick is, to pour some cola from a bottle into a paper cup, stating that it's bad manners to drink straight from the bottle. Then you pretend to sip from the bottle and make a comment about how expensive cola is these days. Say "wouldn't it be magic if you could always get a refund after buying a drink". Show the members of the audience your drink and they will see it turn from cola into coins. Take the three cups: You cut a hole in the bottom of the first cup, from the second one, cut the rim or lip off and the third cup, you cut in half and in the bottom half put a cut in the side from top to bottom. Now place the half-cup upside down in the cup with the hole in its bottom and place

this cup inside the cup with no rim. Now simply cover the half cup with loose change until you can no longer see the half cup underneath. Pour some cold coffee into an empty cola bottle and you are ready to start. Pour the 'cola' until it covers the coins, when you show the audience the cup full of cola, hold the cup in both hands and very gently twist the bottom cup and pull it down from the top cup. You only need to lower it about 1cm and the coffee will appear slowly into the cup below, but will give the illusion that it is turning into coins!



### 299 - ORANGES AND LIMES

To perform this trick you need a large orange, a small lime and a handkerchief. An orange is placed on the table, you cover it with a handkerchief and it becomes a lime! Very carefully cut the peel of an orange so it comes off in one piece. It goes as follows: one third from the top of the orange you cut down to the bottom, you repeat this eight times and then scoop out the flesh of the orange. (If you were to open the orange out it would appear to be a spider with eight pointed legs.) You let the orange dry a little and then place the lime inside it. When you cover the orange with the handkerchief you apply slight pressure with your fingers and hold the orange peel as you pull the handkerchief away, the orange peel will be in the hanky and the lime will be left on the table, a really fruity transformation!



### 300 - SUGAR AND SPICE JUST DON'T MIX

To perform this trick you need to have a liberal amount of soap on the nail of your right index finger. Probably best to perform it when you have just returned from the washroom. Take a clean empty dessert bowl and pour in some water, then add a teaspoon of sugar and stir with your left index finger. Now take the pepper shaker in your left hand and shake some pepper into the centre of the bowl. Tell your audience that they should never put sugar and spice together as they just don't mix. Now put your right index finger into the bowl to mix them 'together' and the pepper will instantly move out to the sides of the bowl.

### 301 - AMAZING SUGAR AND SPICE

Take a sachet of sugar from the sugar bowl and hold it in your left hand and make a loose fist. "Did you know sugar reacts very strangely when it comes into contact with pepper?" Reach for the pepper shaker with your right hand, (and at the same time bring your other hand towards you and drop the sugar sachet into your lap; this is a perfect misdirection, everyone will be looking at the hand reaching for the pepper) When you have the pepper, move your left hand and bring it to the centre of the table to meet the pepper. Both of these movements are done simultaneously. The move for the pepper shaker should get the attention away from the sugar. You now have a closed left fist in the centre of the table. You are holding the pepper shaker so

all your fingers are wrapped around it. (your thumb should be resting on top of the shaker) Sprinkle a little pepper into your left fist, then bring the pepper back towards the edge of the table, at the same time lift your left fist off the table (again for misdirection) and drop the pepper shaker into your lap. When dropping the shaker say: "Pepper can cause sugar to vanish." Now bring your right hand back onto the table as though you were still holding the pepper shaker, slowly open your hand and say: "On the other hand, sugar can make pepper disappear!"

### 302 - A PERFECT PARTING

Pour some salt and an equal amount of pepper onto a business card or small piece of paper and mix the two together with your index finger. You can bet that you can separate the salt from the pepper with a simple twist of your wrist. The solution is simple to win the bet, merely twist the paper over a glass of water so that all the grains slide off, the salt will sink to the bottom while the pepper floats on top!

### 303 - MAGIC BREADSTICKS

The principal behind this trick is one of the very oldest in magic, but you can still have a lot of fun performing it. Put a breadstick across the palm of your left hand, now grip your left wrist with your right hand so your thumb and last three fingers are visible just in front of your watch. Your index finger is lying across the breadstick securing it to your palm. Keep the back of your left hand towards your audience and show that the breadstick has adhered to your hand. If someone challenges you and says that they know how the trick is done, let them demonstrate. Whilst they are doing this conceal a spoon or knife through your watchstrap. When they have finished their demonstration tell them that they are very clever, now perform the trick as you did before but make sure that the breadstick is held in place under your knife. Tell them that they are quite right. It is an easy trick to perform, while you are saying this, remove your right hand and take a sip of water or another drink in front of you, of course the breadstick will remain on your hand. With your right hand pass them the breadstick and ask them to demonstrate the trick again. Drop your left hand down and slip the knife secretly onto your lap or into your left side jacket pocket.



### 304 - I'M SO HUNGRY I COULD EAT MY HAND

Whilst you are waiting for your first course, break a breadstick into the size of your middle finger and then wedge it between the middle and ring fingers of your left hand. Now hold up the hand and say: "I can't wait for the first course, I'm so hungry I could eat my hand." Take a bite out of the breadstick and put your hand into your lap. To your audience it appears that you are really biting a finger off your hand. Even if they are not fooled you should get a laugh.

### 305 - GETTING A REAL EGG TO FLOAT IN MID AIR

To perform this trick all you need is an egg. Take the egg and carefully make a hole in its side that is large enough to fit the end of your thumb. Pick the egg up with both hands and show it to your audience being very careful not to let them see the hole. Keeping the hole towards you, push one of your thumbs into the hole. Now let go of the egg and at the same time spread your fingers apart, pointing them towards the audience. To the audience it seems as the egg is floating between your hands!



### 306 - THE ENCHANTED NECKLACE

Take an old bead-necklace and hold it above a glass. Cut the thread and let the beads fall in the glass. One movement of your magic wand and... the beads are strung again. How is

that possible? The secret is that the beads are strung on two threads. One of the threads is attached to the first and the last bead. The second thread passes through all beads and the ends are knotted together. This is the thread, you cut. Hold the necklace above the glass. The thread, which remains in your hand, is rolled into a pellet and is also placed in the glass. Then remove the beads from the glass and the necklace is back to normal.

### 307 - CRAZY CROSS TO STAR

This is a wonderful effect using just four toothpicks and a drop of water. Bend the toothpicks in the middle into right angles being careful not to break them completely. Place them on a table to form a cross. You may now challenge a member of the audience to turn the cross into a star but without touching any of the toothpicks... Tip your index finger into a glass of water and allow a drop of water to drop from your finger into the corner of each toothpick. The water will cause the wood to expand slightly and magically they will transform into a star!



### 308 - MAKING MONEY IN A MATCHBOX

You will require three coins and a matchbox to perform this trick. Half open the match box and slide a coin inside so it is trapped between the inside drawer and the outer packaging, (so when you close the drawer the coin will drop into the drawer.) Hold the (already) open matchbox at a downward angle and place the two coins inside, move the box into a level position and close the drawer at the same time. Now you can give the box a shake, open it up and there are now three coins inside.

### 309 - A GHOSTLY EXPERIENCE

To perform this trick you need to know someone's name beforehand. Write the name on the downside of your forearm with a soft piece of soap. Your audience will not be able to detect this. At the appropriate moment you roll back your sleeve and sprinkle some pepper over your arm. The pepper will stick to the soap, the excess pepper you simply blow away revealing the name!

### 310 - A COLD BREATH

To perform this trick you need a piece of clear cellophane, the type that you find on some packets or boxes of sweets. (Also if you are in a restaurant, have a word with your waiter first). Crumple it into a ball and place it on your lap under your napkin. Now place a glass of water in front of you on the table, the crumpled ball now is hidden in your hand underneath the napkin. Lift the napkin and place it over the glass. As soon as the glass is covered drop the cellophane into the water. Take a teaspoon and blow on it, saying: "Some people have hot breath and some have cold". Put the teaspoon into the glass (which is still under the napkin) and stir the water, the cellophane will open out. Remove the spoon and place it on the table. Lift the glass (which is still under the napkin) and say: "FREEZE" as you suddenly whip the napkin away. The glass will now appear to have a large chunk of ice in the centre of it. Hold the glass up in front of you, call the waiter, and hand them the glass. Say to them "please get rid of this, and bring me some water without ice". Let the waiter get rid of the evidence.

### 311 - THE PERFECT JUICE

To perform this trick all that you require is a paper bag, five pieces of blank cardboard and a pencil. Hand out four of the blank cardboards to four members of your audience and ask each of them to write down a different ingredient for making a juice. Then give the last cardboard to a fifth spectator and ask that person to write down the name of the juice on their paper. Now tell all five spectators to place their cardboards into the paper bag and without any problem you will always be able to pull out the cardboard with the name of the juice written on it. The secret is very simple: the cardboard on which the fifth

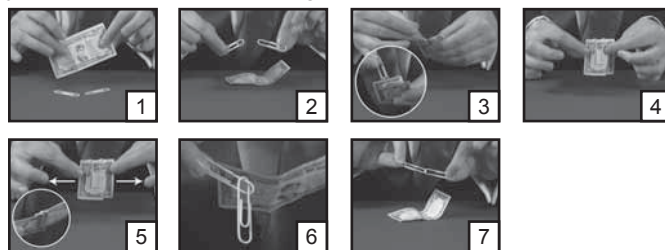
spectator has written the name of the juice is slightly bigger than the other four cardboards so it is easy for you to identify this cardboard simply by touching it.

### 312 - THE DISAPPEARING PENCIL

The pencil goes into a hanky. Fold the end of the hanky over the pencil and roll the hanky over it. Give a snap with your fingers and the pencil has disappeared. How do you do this? Put the hanky on the table, put the pencil in the middle of it. Fold the end to the front just a little above the middle. Roll the hanky. Then take the two ends, pull the end that is nearest to you up and the pencil has disappeared. The pencil is on the table.

### 313 - THE MAGIC PAPERCLIPS

The Magician fixes two paperclips onto a banknote and folds the note. Suddenly pulls open the note and the paperclips jump out clipped together! Fold a bank note lengthways and slide two paperclips on the note about 12mm. apart, making sure that they are correctly positioned. Fold the right end of the note under the left paper clip. Turn the note over and repeat the action. Now pull the two ends of the note and the paperclips will jump from the note linked together!



### 314 - BACK TOGETHER AGAIN

You cut a piece of wool thread into two pieces. You simply pass them behind your back and they are whole again... To perform this trick you will need a piece of wool thread of about 1 metre in length and a pair of scissors. You give the wool thread to a spectator in order to cut it in the middle. Put the two parts behind your back. You just need to be sure that no one can see behind your back as you put the two ends together. Simply twist and compress them strongly, the fibre of the wool will weld together. When you have finished, the illusion will be perfect. Just make sure that you are at least 2m away from your audience. The wool thread will seem to be magically repaired...



### 315 - INSTANT VANISHING SPOON

Place a spoon at a right angle to the edge of the table with the handle pointing towards you. Have a finger on your right hand slightly overhanging the end of the bowl of the spoon. Tip the bowl slightly to lift the handle about half an inch, then with a very quick backward movement flick the spoon into your right jacket sleeve. The spoon will appear to vanish instantly! You can now lift your hand to show that your palm is empty.

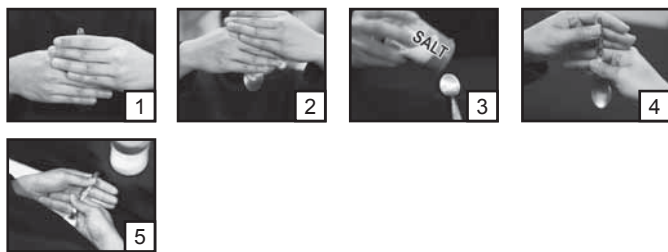


### 316 - STRANGE APPETITE

To perform this trick all you need is a teaspoon, and you should be sitting at a table facing your audience. Lift the spoon to your nose and smell it, saying it smells delicious! Then put the spoon in-between your two hands, holding the bowl with your left thumb and the other end (the handle) with your right thumb. The length of the spoon should run straight between your fingers. So you can see the spoon but the audience only sees the back of your hands, (but not your thumbs). The ends of the middle fingers of your right hand slightly overlap. The spoon



should be about 9cm from the edge of the table and running parallel to the edge of the table. Now swing your hands into a vertical position, so that the left hand is above the right. Raise your hands to your mouth, tilt your head back slightly, and keep your hands in the vertical position. Lift your right hand to the bottom of your chin, as if you were going to drop the spoon into your mouth, just like a sword swallower. At the last second say: "Oh I forgot the salt and pepper", put the spoon down and shake on some salt and pepper. Now hold the spoon as you did before, however this time pull your hands towards yourself at the edge of the table and drop the spoon onto your lap. Simply release it from your thumbs. (Do not look down; remember to make everything appear exactly the same as it did before.) Lift your hands to your mouth (as you did before) and pretend to insert the spoon into your mouth and begin to chew as your hands come away from your mouth. (Stick your tongue in your cheek this will add to the illusion.) Swallow very hard as if it is a big lump to swallow, take a little sip of water to add to the effect. Now you can say "I wonder what the main course will be!"



### 317 - A TOUGH PIECE OF STRING

To perform this trick you require a piece of string and a straw. You place the string through the straw. Then you cut the straw in two. However, the string will still be uncut and intact... You have previously prepared the straw with a small slit, right in the middle of it. When you cut the straw you bend it in two. This will force the string through the slit and out of the straw into your hand that will conceal it from the audience. Make sure when you make the cut, you cut only through the straw and not the string. Now all you have to do is pull the string out of your hand and everyone will see that the straw has been cut into two pieces.

### 318 - I DON'T KNOW MY OWN STRENGTH

Take a paper serviette and roll it diagonally from one corner to the other. Roll it very tightly so it resembles a piece of rope. Pass it to a member of the audience and tell them to pull the two ends and make it break in the centre. They will not be able to do it. Let a few different people try to do it. However you can do it! When they are busy pulling and passing the serviette to each other secretly wet your fingers. When you take the serviette back touch your fingers at the centre. The water will weaken the fibres so the serviette will tear at that point.

### 319 - SPOON DIVINATION

Tell the audience your spoon has magical powers and sings when it comes close to water. Put three glasses on a table in front of you and put water in just one of them. Firmly hold a metal fork in your left hand with the prongs pointing up and in your right hand hold a spoon by the handle. Snap one of the prongs of the fork so that it vibrates and hold the spoon directly over an empty glass and say: "There isn't any water here." Do the same with the second empty glass. "There isn't any water here either". On the third try hold the spoon over the glass containing the water. At the same time, touch the handle of the fork to the table. The table will act as a sound board and makes the fork react as a tuning fork giving a high pitched musical note. Because you have the spoon over the water and led people to think that it sings when close to water, the audience will think that the sound has come from the spoon.

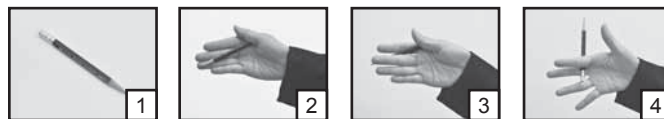
### 320 - THE RIGHT BALANCE

This trick is best performed with a large dinner plate. Pick the plate up with your right hand. The bottom of the plate should be under your thumb while your four fingers hold the front of the plate. Turn the plate on its side so that the back of your hand

is facing towards the audience. Now pick up a glass preferably with a little water in it. Place the bottom of the glass on the edge of the plate, keep adjusting the glass as if you are looking for the exact spot, but you just can't seem to find it. Lift the glass and put it on the plate a second time. This time the front edge of the glass touches the edge of the plate, the rest of the glass extends over the back of the plate towards you. Pull your right thumb back away from the plate without letting go of the plate. The trick here is to only move the first joint, the base of the thumb does not move. The rear edge of the glass is now resting on the tip of your thumb. To the audience it will appear as if the glass is balancing on the edge of the plate. After a few moments remove the glass and place it back on the table, with your right hand put the plate back on the table.

### 321 - THE APPEARING PENCIL

Hide a pencil in the palm of your hand, as shown on the picture. The audience, who sees the back of your hand, believes that your hand is empty. By simply bending your fingers now and stretching them again, the pencil will appear from "nowhere".



### 322 - AN AMAZING FEAT OF GRAVITY

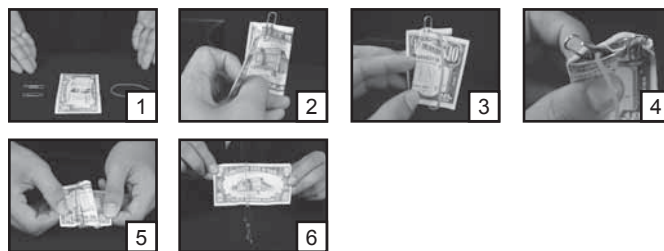
Take a cloth napkin and place it over an empty drinking glass so the glass is now under the centre of the napkin. Push the napkin into the glass so a pocket is formed in the centre of the napkin. Slowly pour water into the napkin and it will penetrate the cloth, filling the glass. Now draw the wet napkin tightly around the glass rim. (The napkin is outside the glass with the wet spot pulled taut on top of the glass.) Now turn the whole thing upside down and the water will seem to defy gravity, the water will not pour out of the napkin the same way it went in. When turning it back over, make sure you do it quickly so the water doesn't spill. The secret is simple, outside air pressure and surface tension keeps the water inside and prevents it from passing through the cloth.

### 323 - AN IMPOSSIBLE MOVE

This is a good laugh and will work every time. Place a glass on the table in front of you and next to the glass place a coffee cup. Say to your audience that you bet them that you can push the glass through the handle of the coffee cup, without breaking the glass. It will seem to your audience to be impossible. Now pick up a spoon and pass the grip through the handle of the cup and push the glass! You will complete your objective and win your bet.

### 324 - THE MAGIC PAPERCLIPS 2

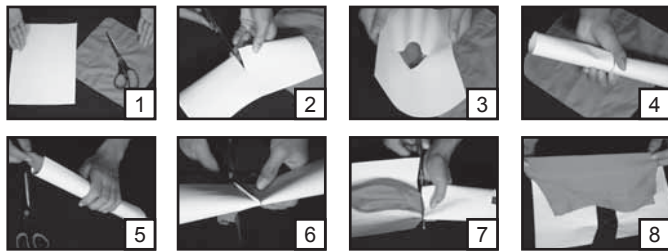
Place the clip over the folded part of the banknote as shown. Now, loop a rubber band of the size shown around the right end of the banknote. It's very important, that the rubber band has to be slightly longer than the width of the banknote so a part of the band hangs on. Fold back the right end of the banknote and attach the second paper clip as you did in the magic paperclips trick. After this, firmly grip both ends of the note and pull them apart. The rubber band will remain looped around the note with the paper clips linked to it in a chain as shown.



### 325 - SNIP A SILK

A hanky is restored after being cut into two pieces. For this trick you have to prepare a secret sheet of paper (see drawings). Show the audience the hanky and the paper. Fold the paper as

shown. Now hold the paper vertically, force the slit section to the front with the thumb. Drop the hanky in the top and centre it. Form a loop with your thumb in the centre of the hanky and then fold the paper over the scissors, cutting the paper into two pieces. Remember to place one prong of the scissors under the loop. Reverse the paper so ends are uppermost and then fan the two pieces. Finally, show the unharmed hanky and don't forget to drop the paper onto the floor.



### 326 - WHERE IS THE PENCIL?

You make a pencil disappear under a scarf. All you need to perform this trick is a pencil and a scarf. Show the scarf to your spectators and then use the scarf to cover your left hand. Now with your right hand, take the pencil out of your pocket and show it to your audience. Place the pencil under the scarf. Under the cover of the scarf you straighten your left index finger and at the same time you drop the pencil down your left sleeve. Then you get your hand out from under the scarf. Your straightened left index finger gives the illusion that the pencil is still there. For added flair you can give a little tap with your magic wand, and suddenly you take off the scarf, the pencil has disappeared!

### 327 - A KNOT DROP

Take a hanky and secretly tie a knot in one corner. Conceal the knot in your right hand and let the rest of the hanky drop down. Say to your audience that you saw a magician drop a rope and at the same time they tied a knot in it, but how they did it you just don't know. With your left hand pick up the dropped end of the hanky and lift to your right hand, with a shake of your right hand let the dropped end go, nothing has happened, do this two or three times, on the last attempt lift the end up and push it behind the knot, so when you shake your hand the knot will drop but the other end will be held in your hand and say: "Magicians are amazing, I wish I knew how they did half their tricks." Now shake your hand and release the knot, amazing!

### 328 - COMEDY BOUNCING HANKY

For this trick you need an old hanky. Stick a bouncy ball into the middle of this hanky. Your audience doesn't know that the ball is inside, so pretend to blow your nose on the hanky. Throw it on the floor and it will bounce back up!

### 329 - CLOTH ROCKET

With a bit of practice you can cause a cloth napkin to shoot out of your hands like a rocket. Hold your napkin diagonally by opposite corners, pull the right-hand corner very tightly and let it go with a snap. At exactly the same time, your left hand releases its end and the napkin should zoom off to the right, as it does so grab it with your right hand as it passes.

### 330 - NUMBERS FORETOLD

With this experiment you show your excellent mind powers by predicting the result

Items required: a piece of paper; a pen; envelope

Before you start:

Write down the number 1089 on a piece of paper and put it in an envelope.

Ready to perform:

Ask a spectator to hold on to the envelope. Ask another spectator to write down a number of three different figures, for example: 345. Reverse the numbers and you will have 543.

Now subtract the low from the high number:  $543 - 345 = 198$ .

Invert the result: 891. Now add 198 to 891 and the result will be 1089. The result will always be the same, so your prediction will be right. Another example:  $632 - 236 = 396$ .  $396 + 693 = 1089$ .

### 331 - NUMBERS FORETOLD II

Hand an envelope to a spectator with another amazing prediction...

Items required: a piece of paper; a pen; an envelope; a telephone book

Ready to perform:

Ask a spectator to write a number of three different figures, without a zero. Reverse this number ( $521 = 125$ ) then subtract the low number from the high one:  $521 - 125 = 396$ . Now add the separate figures:  $3 + 9 + 6 = 18$ . Take the telephone book and open it at page number 18. Now add  $1 + 8 = 9$ . Look at the first column of page number 18 for the 9th name. You predicted both the name and the phone number. Just let them open the envelope. This is because the answer is always 18.

### 332 - THE SUM IS ALWAYS RIGHT

With your back turned to the audience, a spectator throws two dice on the table. You correctly guess the numbers on top of each die...

In order to perform this trick you will need two dice. Ask a spectator to throw the die on the table while your back is turned. Ask them to look at the number on top of one of the die and to multiply this number by two, then ask them to add five to that number and multiply the total by five. Now ask them to add the number on top of the second die to the total (make sure that they makes the calculations in their head) and ask them for the final result. From this number you subtract secretly twenty-five. The result of this two figure number will correspond with the numbers on top of each dice...

Example: Let's say the two numbers on top of the die show a 3 and a 4. If you multiply the first die by 2 you get:  $3 \times 2 = 6$ . If you add 5 you get:  $6 + 5 = 11$ . Multiplied by 5 :  $5 \times 11 = 55$ . Now adding the 4 of the second die:  $55 + 4 = 59$ . This is the number the spectator will give to you: 59. In your mind you subtract 25:  $59 - 25 = 34$ .

FINAL TOTAL: 34. The numbers 3 and 4, corresponding with the die on the table!!!

### 333 - A SUBTLE SUGGESTION

On a piece of paper write the number 37. Fold the paper so your writing is hidden, then either give it to a member of the audience for safe keeping or place it somewhere where everyone can see it. You are now going to give instructions that will bring forth a quick reply. Be very careful that the wording you use is exact and that the member of the audience you have selected understands you. Say the following:

"I want you to think of an odd number between 1 and 50 and make both digits odd but not the same. For example don't choose 11." Confirm they have chosen a number. Most people will choose 37, and quite often 35. Then ask them if they are thinking of the number 37, if the answer given is "yes" then you will really blow the audience away. If they say "no" then as you are handing them the paper saying "I was going to write 35 but it didn't quite feel right." "Are you thinking of number 37?" If the answer is yes, the trick is successful. If they should reply no, hand them your prediction and add, "I was going to write number 35, what was your number?" If the person did not pick 35, don't worry, this is not an exact science, it just works more often than not. If you think about how this works you will see that you have limited the number of possibilities that the person could choose from. You limited the numbers from 1 to 50 and then halved that by asking for odd numbers, you then subtly suggested a double digit number, thus ruling out 1,3,5,7,& 9, and also told them not to choose two digits the same, ruling out 11 and 33 as well. Also there may well be one or more people in the audience that will have chosen 37 or 35, if they claim this you can add that you must have been predicting their thoughts.

### 334 - HOW OLD ARE YOU?

Ask a spectator to think of the numbers of their birth month (January 1, February 2, etc.). Then they must multiply the numbers by two and add five to the result. The result is multiplied by fifty and the spectator must add their age to the result. They must now tell you the result and you subtract 250 from it. The number you obtain consist of three or four figures:

the last two will give you the age of the spectator and the first or the first two will be their birth month. Example: age 23 years, born in May (5).  $5 \times 2 = 10 + 5 = 15 \times 50 = 750 + 23 = 773. 773 - 250 = 523. 23 = \text{age}; 5 = \text{birth month}.$

### 335 - 18 REASONS TO LOVE FOOD

Because of the magic of numbers this is a great trick to use when you sit down to have something to eat. All you need to do, is to take a sneak peek at the menu before anyone else. Look at the menu, count down to the eighteenth main course, and write down the name of the dish. Let's say for example that it is Chicken Breast in a cream sauce. Sit down at the table and say to your other eating partners that you have devised a brilliant magic formula for choosing food. You hope it works this time because what you really fancy is chicken breast in a white wine sauce. Hand one of your eating partners a pen and a paper (a paper serviette will suffice) tell them to write down three different numbers, then to reverse the first and third numbers so that you have two different 3 digit numbers to work with. Now subtract the smaller of the two numbers from the larger. When that is done add up the numbers together whether it is a two digit or three digit number (the answer will always be 18). So that will be my choice of food tonight, please select the eighteenth main course on the menu. Oh perfect, just what I wanted, chicken breast in a cream sauce!

### 336 - MATHEMAGICS

You claim to be a 'mathemagical' genius and ask someone to write down a five figure number. For example they write down the number 64321. Tell them to write another 5 figure number below that. Now their paper looks like this:

64321

32780

Now underneath this last number you write quickly: 67219, making sure that each number you write down, adds up to nine with the number right above.

$32780 + 67219 = 99999.$

Then tell them to write another five figure number below yours and repeat the same thing. For example:

64321 written by them

32780 written by them

67219 written by you (adding to 9)

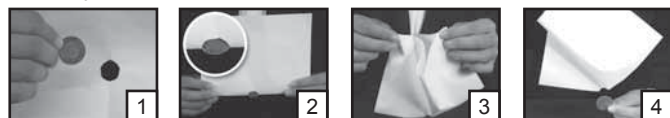
76543 written by them

23456 written by you (adding to 9)

Say that you can add faster than a calculator and give them the calculator to enter all the numbers. Before they have entered even the first number you have already written down the result. All you do (don't tell anyone this secret!) is look at the first number they have written down, subtract 2 and place the 2 in front of the first number. In our example this means:  $64321 - 2 = 64319$  and putting the 2 in front of it makes 264319. Try it, it's amazing!!!

### 337 - A COIN GOES THROUGH A PIECE OF PAPER

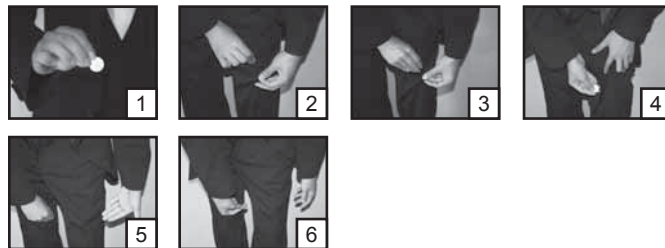
For this effect you use a piece of thick paper and a coin. In the middle of the piece of paper you make a round hole, a little smaller than the coin. You say to the audience you are going to make the coin go through the hole of the paper. Ask a member of the audience to try it out first, to ensure it will not work. Then take the coin and place it in the middle of the hole and fold the paper in two. Take the four corners of the paper so the hole gets bigger and the coin will fall through the hole without any difficulty.



### 338 - COIN AND LEG

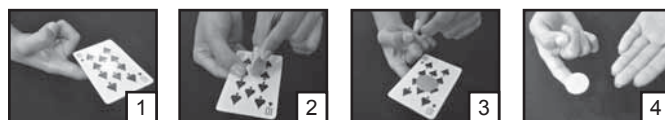
How to pass a coin through your leg magically? You show a coin to the audience. The coin is held between the thumb and fingers. Now lower the coin to your trouser leg just slightly above your knee. Thus, place the coin on your leg; the thumb holds the coin against your leg above the knee. With your

other hand pull the leg trousers up slightly, towards the coin and lift with both fingers the fabric up and over the coin. This movement is important. With the coin covered, the thumb of your right hand pulls the coin up from behind your right fingers, then you move your right hand away and place it behind your right leg. Apparently, the left hand is still holding the coin. For the last and crucial movement, your left hand is turned to the audience, to show them it's empty. Then you drop the trousers fabric, revealing the disappearance of the coin. Now you show them slowly from the back of your knee the coin, which has magically gone through your leg.



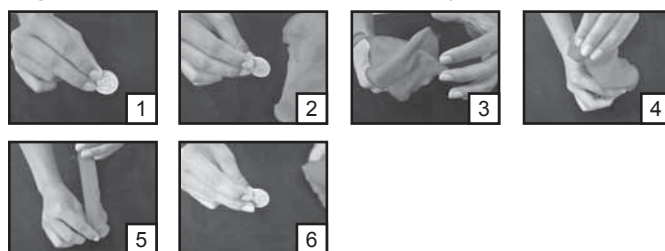
### 339 - COIN ON FINGER

For this trick, take any card from a pack of cards or one of the cards from your magic box and one coin which is not too light but also not too heavy. Give the card and the coin to someone in the audience and let them examine both items so they can see there is nothing strange about them. Now bet with someone that you will be able to put the card on your index finger, with the coin on top of it, and you will be able with just one "flick" to let the card fly away without touching the coin and the coin will remain on your index finger. What's the secret? It's very easy: you give a flick on the card's corner, never in the centre... Act very naturally, so nobody sees where you are flicking. To make the trick successful, your flick has to be firm and precise. Give the card and the coin to a member of the public so they can have a go themselves. Of course, it will be impossible...



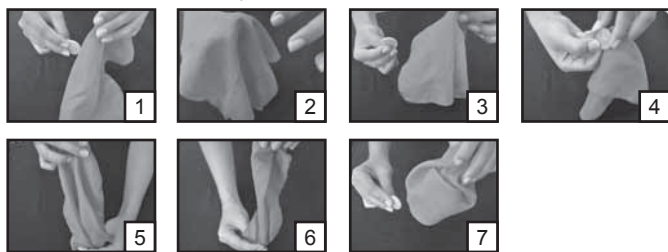
### 340 - COIN THROUGH A HANDKERCHIEF

For this trick you will need a handkerchief, but the effect is more powerful if you borrow one. Show the coin by holding it with your right thumb and first two fingers. With your left hand place the handkerchief over the coin and your right hand. Now with your left hand adjust the hanky around the coin. At the same time secretly stuff a small piece of the hanky between the back of the coin and under your right thumb. You should get two layers of fabric between the thumb and the coin. Now take the front edge of the hanky with your left hand, lift it back and cover the coin completely. With this movement you pretend to show the coin to the audience to assure them that the coin is still there. The next move is the real secret. Grasp the hanky (both edges) with your left hand and lift it up over the coin. Your audience will think you are just covering the hanky again, but what you are really doing is holding the coin outside the back of the hanky. Now with your free hand twist the lower part of the hanky around the coin. With this movement the coin will become visible under the fabric. Now you only have to push the coin upwards into the hanky and with your left hand take the edge of the coin as it penetrates the hanky.



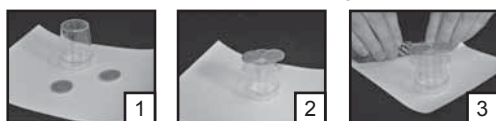
### 341 - COIN THROUGH HANKY - SECOND VERSION

Hold the coin with your right hand between fingers and thumb. At the same time pick up the hanky with your left hand. Thus, cover the coin with the hanky, but take care you hold the hanky by the edge and not by the corner. When you cover the coin, the front of the hanky should drape a little lower than the back edge. This leaves the hanky a bit shorter at the back than at the front. Pretend to grab the coin through the cloth between the thumb and fingers of your left hand, but you really keep the coin in your right hand bringing it below the rear edge. Now place the coin under your left thumb, out of the audience's view. What you have to do now is pretend to adjust the hanky with your right fingers, at the same time transfer the coin from your left fingers to your right keeping the coin hidden behind the cloth. Now like before, pretend to adjust the hanky but this time with your left fingers. Grasp all the four corners with your left fingers whilst still holding the coin with your other hand. Now in a dramatic movement pull the hanky away from the coin. The coin remains in your right fingertips. The coin has penetrated the centre of the hanky!



### 342 - EASY

Put a piece of paper on the table, then you put a cup on the paper and you place two coins on the edge of the cup. Invite a spectator to take away the paper from under the cup, without touching it and without making the coins fall. All you need in order to perform this trick are two coins, a small piece of paper of about 8-15cm and one cup. If nobody finds the solution, you only need to roll the paper and the cup will easily slip out from under the paper without affecting the coins.



### 343 - A HARD ROLL

Hold a coin in your right hand under the table, pick up a bread roll and softly tap it on the table. At the same time knock the coin against the table from underneath and say: "This must be a very hard roll, it's not soft enough for me!"

### 344 - DOUBLING YOUR MONEY

To perform this trick you need six coins and a small piece of modelling clay. Stick the modelling clay underneath a table, right on the edge, and onto it push two coins whose total value is the same as the other four. Place the remaining four coins on the corner of the table directly above the two hidden below. Show that your hands are empty. Now with your right hand scoop the coins on the table into your left hand while at the same time you flick off the two coins under the table with your left index finger into your left hand. Lift up your left hand and show that your money has multiplied and doubled its value.

### 345 - FINANCE TRICK

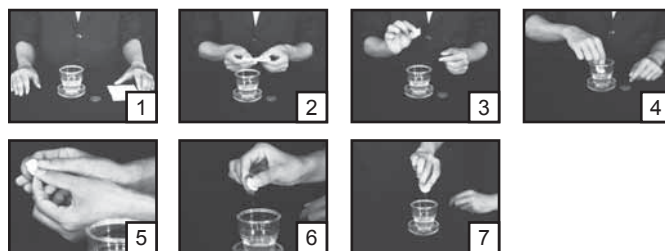
You will require six coins and a magazine or newspaper (preferably the finance or money section). Hide three coins in the corner of the paper and put the paper down being careful not to let the hidden coins fall out. Place three coins of equal value onto the paper and say you always read the paper, and since you have been doing so you have doubled your money! Show that there is nothing in your hands and pick the newspaper up with your left hand and let the coins slide from the top of the paper into your right hand, at the same time the hidden coins will also drop into your hand, doubling your money!

### 346 - HEADS OR TAILS

The magician has two coins and asks a spectator to draw a cross on one of the coins. Now they place the coin with the cross facing down on the table, next to the other coin. They move the coins around and asks the spectator to point out the coin with the cross. They always seem to choose the wrong one... Beforehand, you secretly draw a cross on one of the coins with a felt tip pen and you place this coin on the table with the cross facing downwards. Hand the other coin and a felt tip pen (one that washes off) to a volunteer and ask them to draw a cross on it. When you place this coin on the table you must quickly rub off the cross with your thumb. The audience will think that you have placed the coin on the table with the cross face downwards. Move the coins very slowly around and ask the spectator if they know the position of the coin with the cross. They will point out their coin (now without a cross). After showing them their coin, you show them the coin you have put the cross on.

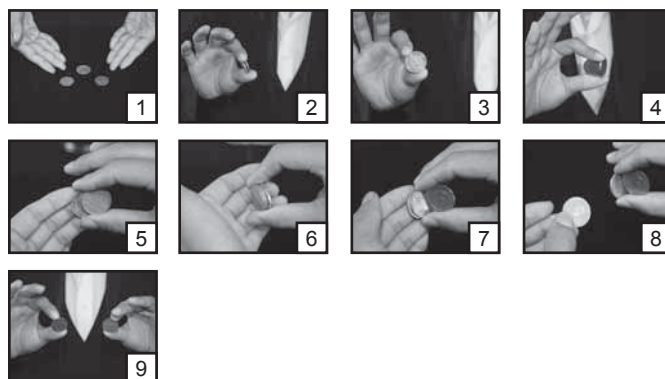
### 347 - IF MONEY COULD CRY

All you need, is a large coin and some wet tissue paper. The idea is that when you are rude to a coin it gets so upset it starts to cry, and when you are nice to it, it stops. The secret is very simple; fold some tissue paper so you can hide it behind one side of the coin. Wet the tissue paper and then place it behind the coin. Hold the coin between your thumb and index finger (with the tissue against your index finger). As you press down gently on your thumb it will release the water and it will appear as if the coin is crying.



### 348 - MAGICAL MONEY

To prepare this trick you will need three coins, two of them with the same value and the other one should be double the value of the sum of the other two coins. Hold the two coins of the same value horizontally, near the tips of your right thumb and forefinger, keeping the coins together. Place the other coin vertically between the tips of the same fingers. Hold the coins firmly to begin the trick. Show the vertical coin at audience's eye level so they cannot see the other two coins, it's very important that the vertical coin has to be placed just at the centre of the horizontal coins. Bring your hands together pointing towards each other, your fingers should be opened slightly to give the audience a clear view but always keeping your hand at the same position. Now move your left thumb beneath the coins, pushing the vertical coin inwards, the three coins are now horizontal, at this point the three coins have to be out of the spectator's view. At the same time grasp the coins upright towards the audience with your left thumb and first finger, the coins are held together, thus grip the stack and begin drawing the two halves apart. Your left hand holds one coin while your right hand holds the two coins. Your coin has doubled in value!



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### 349 - THE COIN AND THE SLEEVE

For this trick you will require a shirt or jacket with long sleeves, a handkerchief and a coin. Show the audience your right hand is empty, cover it with the handkerchief and put the coin on the palm of your right hand under the handkerchief. Say your magic words, take away the handkerchief and the coin will be gone. When using your left hand to take the coin to the palm of your right hand under the handkerchief, you DO NOT leave the coin on the palm of your right hand, but inside the SLEEVE of your right arm. Thanks to the handkerchief, the audience will not see what really happens...

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### 350 - THE COIN DISAPPEARS

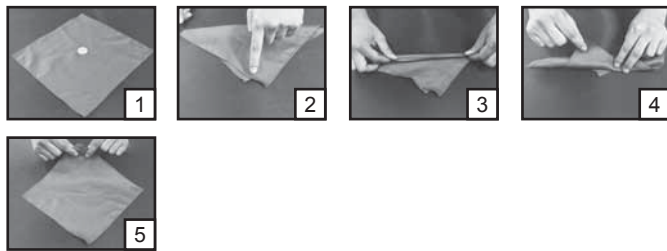
In preparation of this trick you need to make a hole in a coin. Ask an adult to help you. Make a hole, as small as possible, in a coin. Tie a black thread to the coin. Tie the other end of the thread to an elastic band and put a safety pin through the elastic band. Fix the safety pin to the insides of one of your sleeves. Do this in such a way that the thread is taut when you take the coin between thumb and index finger and that the coin immediately disappears into your sleeve when you release it. Be aware that by just bending your hand, the coin can drop out of your sleeve. If your thumb and index finger cover the hole in the coin, nobody will guess the secret of this trick.

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### 351 - THE DISAPPEARING COIN

The coin is in the middle of a hanky. Fold the edge of the hanky over the coin and roll the hanky around it. Give a snap with your fingers and the coin has disappeared... Put the hanky on the table and put the coin in the middle of it. Fold the end to the front just a little above the middle, so one corner overlaps the other by 1cm or less. Roll the hanky. Then take the two edges and pull the edge nearest to you up and the coin has disappeared. Actually the coin is now under the hanky. Now you pick up the hanky and the coin at the same time. Pass the hanky to a spectator to examine, but keep the coin hidden in your hand.

**TIP: Perform this trick on a soft surface so no one hears the coin drop.**



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### 352 - THE VANISHING COIN IN A PIECE OF PAPER

The magician holds up a coin in a piece of paper, says the magic words and the coin vanishes! Take a piece of paper of 7.5cm x 5cm and borrow a coin to place it on the paper. Fold the paper up from the bottom to cover the coin, but do not let the edge reach the top of the paper. Pick up the paper in your left hand. Fold the right edge downwards and back onto the coin. Then fold the left edge down and back. Finally fold the top edge down and back leaving a neat little bag containing the coin. Press the paper down onto the coin, so that the shape of the coin becomes visible. Turn the packet over so the coin can slide secretly into your left hand. Continue to hold the paper as if it still contains the coin and transfer it to your right hand. Meanwhile your left hand casually drops the coin into your pocket. Finally, tear up the paper to show the coin has vanished.

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### 353 - TURNING BREAD INTO DOUGH

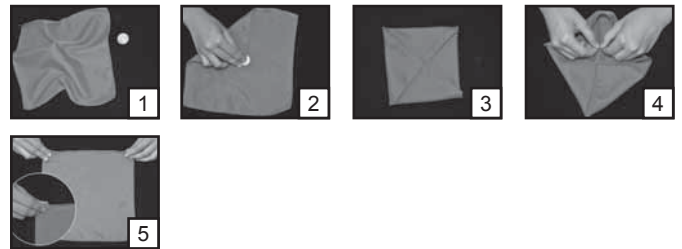
This is a great trick when sitting down to eat with some friends. All you require for this trick is a coin and a bread roll. When you break open a bread roll there is a coin inside! Just keep a coin hidden in the fingers of your right hand. Place a bread roll into your right hand on top of the hidden coin. Place the roll in between your two hands and bend the sides upwards, this will create a break at the bottom of the roll into which you push the

coin. Bend the bread roll in the opposite direction pulling your hands downwards and the coin will appear in the middle of the roll...

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### 354 - VANISHING A COIN WITH A HANKY

For this trick you will need a handkerchief and a light coin, a piece of soap or some sticky material. Put a small drop of soap or sticky material on one corner of the handkerchief. Lay the hanky on the table and let someone from the audience put the coin in the middle of the handkerchief. Now fold the corners of the handkerchief, starting with the corner with the soap or sticky drop on it. Fold the other corners in. Now lift the hanky up by its corners, then let go of the other three corners and show the handkerchief. The coin has vanished! (The coin will stick on the soap and is covered over with your fingers).



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### 355 - HOT MONEY

You need a hat or a cap and some coins for this trick. Put the coins in the hat and then ask a spectator to take a coin out of the hat and to mark it with a marker (of course you must not look when they are doing so). Every member of the audience is asked to check the coin, which will be passed on from hand to hand. Finally, you put it back into the hat. With your eyes closed you are able to take the marked coin out. It is very simple: the coin that went from hand to hand will be warmer than the others.

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### 356 - CLEAN MONEY

All you need to perform this trick is a small coin and a little soap. The effect is that you hold the coin in your open palm, you make a fist, open your hand and the coin has vanished! On the nail of your second or middle finger you place a small piece of soap. When you make the fist you press the coin with the nail of your middle finger and the coin will stick to the soap. When you open your hand it appears as if the coin has vanished!

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### 357 - THE LIGHT TOUCH

You ask a spectator to place the coin under a piece of paper while you have turned your back to them. When they have done this you turn back and say that you are able to know the value of the coin that is under the piece of paper without lifting the paper and without asking any questions. To perform this trick you will need a pencil and a small piece of paper. Put the pencil in your pocket, everything else occurs on the table. Take the pencil out of your pocket, by touching the piece of paper to see where the coin is and scratch the pencil on the coin. The imprint of the coin will appear and you will be able to guess its value.

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### 358 - WE DID IT!

You show a coin to the audience, then put the coin in a box and close it. Then say you are going to take the coin out of the box without lifting the lid. It is no sooner said than done! This trick is a little tongue in cheek; you just need to have a sense of humour. Make a few magical movements over the box with your hands. Then say: "It's done; I've taken the coin out of the box without lifting the lid". The spectator won't believe you and one of them will open the box quickly. At this moment, you put your hand in the box and take out the coin. You didn't open the cover so you have in fact performed the trick!

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### 359 - COINS AWAY

You make a coin disappear under a piece of paper in an astonishing manner.

All you need to perform this trick are: a coin, a piece of paper and a secret assistant. Put the coin in your right palm and cover it with a sheet of paper. Say that you will make the coin

disappear. Ask a spectator to slightly open up the paper without looking, touch the coin and to prove that it is still in your hand, repeat this with a second and a third spectator. When you reach the fourth (your secret assistant), they secretly take the coin from your palm and say like the others that the coin is still there! Now do several magical moves on the paper with your left hand, take away the sheet of paper and the coin has disappeared.

### 360 - THE COMMON TRIANGLE

Ask someone to draw a simple geometrical shape, such as a square, hexagon or octagon. The chances are high they will draw a triangle. In advance, you can draw different shapes and put each one in an envelope keeping them in order of circle, triangle, square, pentagon, hexagon etc. As they are drawing tell them that you predicted earlier which shape they were going to draw. Secretly, count through your envelopes and pull out the correct one. Again it is most likely to be a triangle which will be the second envelope.

### 361 - OAR

Take any three items from your box of tricks or an everyday object from around your home, for example a magic wand, a die and a ball and place them on a table or on the floor. Then you leave the room. The audience chooses one of the three items and calls you back in. Waving your hands over the three items you select the same one they chose! This is one trick you can repeat, changing the "rule" each time. For example the next time someone can go out with you to make sure you cannot see, another time they can change the position of the objects before they choose one or after one is chosen etc. How? On each occasion the person that calls you back is your secret assistant. They know a secret code that you call OAR. If the object on the left is chosen, your "assistant" calls you back shouting: "OK". If the middle object is chosen the assistants calls: "Alright", and with the object on the right the assistant can say: "Ready" = OAR. Make sure you agree which is left when facing in a particular direction and always add words like "OK, you can come back" or "All right, come back in, or "We are Ready", to disguise the code.

### 362 - IS IT THIS?

In this trick your assistant is not secret but you tell the audience that you have developed telepathic powers and can read your assistants mind. You leave the room. An object in the room is chosen by the audience. You are called back in and your assistant goes around the room touching objects and/or people asking each time, "Yes". How? Your assistant and you have agreed on a secret code letter beforehand. I always use the letter C. Then your assistant goes around the room making sure to touch nothing and no- one that begins with the letter C. When wanting to "transmit" to you the assistant touches the curtains, carpet or a clock, or even someone called Colin, Christine, or Chris and you know the third item after that will be the chosen object or person. Practise this together and get it right every time.

### 363 - KNOWING THE BOOK

Take any old book and write down in pencil the first word that appears on the top left hand page, on every top right hand corner of the facing right hand page. Holding the book with the left side facing the audience simply flick through it, open up a page at random and ask someone to read the first word that appears on the top left hand page. You will be able by glimpsing at the top right hand corner of the opposite page what that word is. You can ask the person to give you the page number for added effect. This way it will look like you have memorized the first word of every page in the whole book.

### 364 - THOUGHT TRANSFERENCE

To execute this trick you need a secret helper from the audience. Hand out six pieces of paper to the spectators (one of the pieces you give to your secret helper). Ask the spectators to write a short sentence on the paper after which they must fold the pieces carefully. You collect them, taking care that you

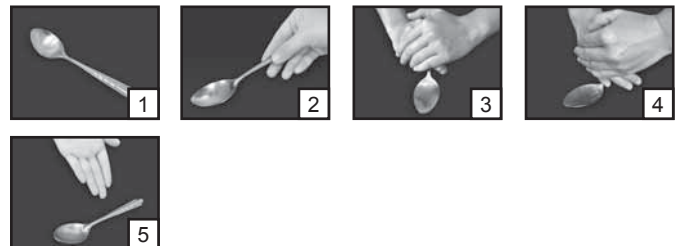
collect the note of your helper last. Then you place the first note against your forehead, to think profoundly. Of course, you cannot know the words, which are written on the note. But with your secret helper, you have made an agreement about the sentence they wrote down. You pronounce now the agreed sentence and ask your helper if the sentence is correct. They say "Yes". Then you open the first note, to 'prove' it. You 'read' it and say "yes indeed". But what you are really reading on this first note is a sentence written by a member of the audience. You memorize this and then start the process over again. You pick up the next piece of paper but in fact pronounce the sentence you have just read on the previous piece of paper. You ask if the sentence is correct and when they say "Yes" you open up the piece of paper to now be able to read and memorize what the next sequence will be, and so on.

### 365 - A PREDICTION WORTH ITS SALT

Put four sugar lumps in a row on the table and before the performance, secretly put a small sprinkle of salt on top of each of the sugar lumps. While performing this trick, turn your back to the audience and ask one of them to turn over one of the lumps. The member of the audience will not notice the salt falling off the top of the lump of sugar. When you turn back to face the audience again, all you have to do is gently tap at each lump to see which one doesn't have salt on top. The sugar lump without the salt is the one that has been turned upside down.

### 366 - BENDING AND RESTORING METAL

To perform this trick, all you need is a tablespoon. You magically bend it, and then straighten it back to its original form. For this effect you hold the spoon in your left hand fist, with the bottom edge of the bowl resting onto a table in front of you. Now place your right hand over the top half of your left fist and the top half of the grip of the spoon. Under this full cover, secretly change the position of the left fist and replace the spoon between the middle and little finger of your left hand. Press the spoon down onto the table top, whilst at the same time keeping both your hands up vertically, covering this secret handling. It will appear as if you really bent the spoon. Move both your hands up to your mouth, blow on them and show the now perfectly restored spoon to your audience.



### 367 - THE PREDICTION IS THEIR CHOICE

Tell your audience that quite often you get flashes of the future and can therefore make predictions. Actually you've just experienced one. Take five items; make sure one of the items is a bit taller than the others, e.g. a peppermill, also a spoon, salt cellar, serviette and a small plate. Write a prediction down on a piece of paper, fold it and place it in the middle of the table where everyone can see it. Your prediction will say: "You will choose the peppermill". Now arrange the items in front of a member of the audience making sure that the two tallest items are placed second and fourth in front of them with the tallest item (the peppermill) as number four and close to their right hand. So as they are looking at the items in front of them, they would see from left to right, one: spoon, two: salt cellar, three: small plate, four: peppermill and five: serviette. Now give the person the following instructions: "Take both of your hands and hold them above the objects in front of you, reach down and touch an item." The chances are in your favour that they will choose the peppermill in which case tell them to look at the prediction. If the person does not choose the peppermill tell them "sorry I meant for you to touch an item with each hand." Now should one of the two items include the peppermill you continue by asking them "now please lift them and pass one

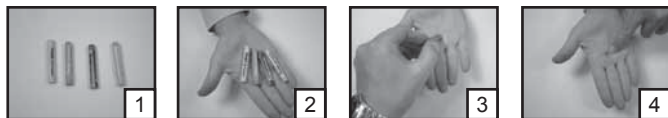
to me” If they hand you the peppermill say, I knew you would choose the peppermill and tell them to look at the prediction. If on the other hand they keep the peppermill tell them “I knew you would keep the peppermill” If neither of the items touched are the peppermill, say: “Ok you have chosen to get rid of those two. That leaves us with three items on the table.” You then ask them to touch an item again if they choose one and it is not the peppermill, remind them to touch an item with each hand. If one of the items is the peppermill again ask them to hand an item to you. If neither of them is the peppermill, tell them to discard both of those items. Now, only one item is left in front of them, the item that they have chosen to remain.

### 368 - THE SUGAR LUMP DISAPPEARS, BUT THE MARK STAYS

Ask a spectator to draw a cross on a lump of sugar using a lead pencil. Take the lump in a way the cross gets printed on your thumb. Put the lump inside a glass of warm water. Firmly take the hand of the spectator (pressing your thumb against the back of their hand) and hold it over the glass, while you say your magic words. Now the cross will be printed on the spectator's hand while the lump is slowly dissolving in the water.

### 369 - WHAT COLOUR IS THE CRAYON

The magician hands four different coloured crayons to a volunteer and turns their back to the audience. The volunteer places one of the crayons into the Magician's hands behind their back. The volunteer then takes back the crayon. The magician turns to face the audience and reveals the colour of the crayon! As the volunteer places the crayon in your hands, make sure that you touch the point of the crayon with your fingertip. Now turn back to face the audience. Raise your hand to your forehead to “think” as your hand moves upwards you will be able to see the colour of the crayon mark on your fingertip.



### 370 - TIME IS ON YOUR SIDE

This is a great trick and is guaranteed to work every time. It will impress everyone at the table you are having dinner with and all it will cost you is \$1.00. Write a prediction on a piece of paper, fold it and place it for everyone to see on the table and ask them not to touch it. Often it will be placed under a glass as it is a favourite position. Ask someone if you can borrow their watch (it has to be a normal watch with a winder for adjusting the time). Now wrap the watch up in a serviette or napkin, so it is fully protected. You then ask the person whose watch it is, to call over any waitress or waiter. You ask the waiting staff to take the napkin with the watch inside. Could they please take it somewhere out of sight, like the kitchen and turn the winder to any time of their or her choosing. Then if they could wrap the watch back up in the napkin, bring it back to the table and give it to the person from whom you borrowed it. When the waiter returns with the watch set to a new time, you ask someone to read the prediction and it will match exactly the time that is now on the watch. The secret is simple. Before you go to the restaurant you write on a piece of paper the following: You are participating in a great trick! Please change the time on the watch to 12:20, please keep the tip for your trouble & most importantly please keep the secret! Wrap the appropriate currency into the note and leave it on your lap. When you are wrapping the watch into the napkin secretly wrap the note and tip into the bundle. The opportunity to participate in such a great trick will not be passed over by virtually every waiter or waitress!

### 371 - THOUGHT-READING

Prepare two pieces of carton with a piece of transfer-paper between. Lightly glue the sides of the carton-pieces. Let a spectator put a piece of blank paper on the prepared carton-pieces and let them write a word or a number on the blank paper. Then you give an (not-transparent) envelope to the spectator and take the carton-pieces back. While the spectator

folds the paper and puts it in the envelope, closing it, you open, unseen, the sides of the carton-pieces. Lift the transfer-paper and read the word or the number. Let the carton-pieces and the transfer-paper disappear in your pocket. Now, the spectator hands the envelope over to you. You lift it, put it against your forehead and act as if you are trying very hard to guess what has been written on the piece of paper in the envelope. Finally, you pronounce the word or number and the spectators will not understand how you know the answer without having opened the envelope.

### 372 - THE RIGHT STRIP

You guess the birthday of a spectator in a very unusual way. All you need is a little strip of paper and a pencil. Tear a piece of paper into three parts. Note only the middle piece has two torn edges, it is this piece of paper that you will use. The two other pieces of paper will have three straight sides, and one uneven side as shown on the figure no.1. Give the middle part to the spectator. Make it look as if you give it randomly and ask them to write their birthday on the paper and fold it in four. Then tell the spectator to write a wrong date on the two other papers in order to mislead you and fold the two papers in four. You turn your back to them while they are writing, so you can't see what they are writing on the papers. Then ask them to mix the papers properly. Now you choose the paper with the two torn edges and you can announce their true date of birth.

### 373 - BLACK OR WHITE

Take a sheet of paper, and write the words black and white alternately from left to right and downwards about three times.

White Black White

Black White Black

White Black White

Now tear the paper into nine squares with one word on each piece. Place the bits of paper into a bag. You will instantly be able to determine which word is coming out of the bag next. The secret is simple, all the bits of paper with “White” written on them will have two even edges, with the exception of one piece (the middle one), which will have four rough edges. The “Black” will each have only one straight edge. You will easily be able to “feel” which word is coming out next.

### 374 - MENTAL MARVEL

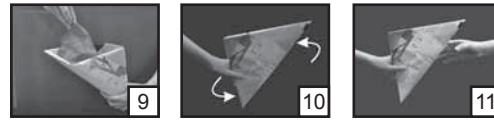
The magician takes nine playing cards and puts them face up on the table. They tell the audience that they will leave the room and in their absence a member of the audience should select a card. When the magician returns, they ask a volunteer to tap on each card with a pencil tip and then they nominate the chosen card! When the magician asks for a volunteer, their secret helper in the audience will step forward. The magician takes the nine playing cards, one of which must be a nine, e.g. the nine of spades and places them in a row on the table with the nine of spades as the first card. Beforehand you agree with your helper to find correspondence of each pip on the nine of spades to the number in which the cards are put down on the table. When the magician returns, the helper taps secretly on one of the pips on the nine of spades which corresponds with the number of the selected card.

### 375 - A LEVITATION THAT IS WORTH ITS SALT

To perform this trick you will require a toothpick and a salt cellar. Place the toothpick along the palm side of your index finger, secure it in place with your thumb and bend your other three fingers into your fist, so it appears as if you are pointing at something. Touch the top of the salt cellar with your pointed finger and secretly push the toothpick into the hole. When you lift your finger it will appear as if the salt cellar is stuck to your finger! With your other hand take the salt cellar away and pass it to someone else to have a go while you secretly drop the toothpick into your lap or put it into your jacket pocket.

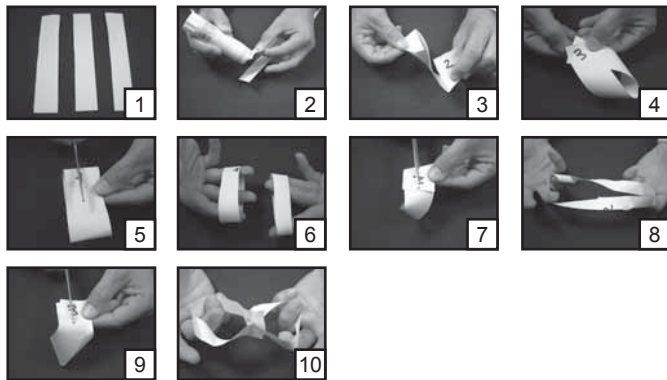
**376 - LEAVING YOUR MARK**

Take a sugar lump from the bowl and open it in front of your audience. Take a pencil from your pocket and pass it to a member of the audience along with the sugar lump. Tell them to clearly write or draw a number or sign that means something to them on one side of the lump. When they have completed this task ask them to place the lump on the table in front of them so everyone can clearly see the mark that they have made. Now place a glass of water in front of the person and ask them to open their right hand. Now you pick up the sugar lump and firmly press your thumb against the mark that they have made (the sign will be copied to your thumb) and place the lump in their right hand. Ask them to drop the sugar into the glass of water. Now with the hand that has the thumb mark take their hand, pressing your thumb against their palm and lead their hand over the glass of water and tell them to keep their hand firmly placed over the glass. Tell them that this hand is placed there to make sure that nothing can get in or out of the glass. Now tell them to clear their mind and to concentrate on the mark that they made on the sugar, hold your hand directly above theirs and say: "Watch the particles of graphite as they rise from the sugar. I shall not touch you but will transfer my energies through your hand to the sugar" ask them if they felt a tingling sensation or anything strange and then snap your fingers over their hand and tell them to open their hand. The graphite mark transferred from your thumb will be very plain on their palm, and there are a few grains of graphite floating in the water."



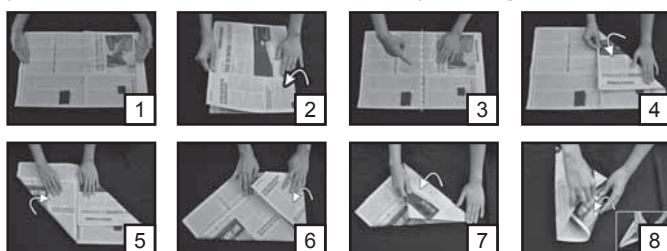
**377 - DIABOLIC RINGS**

Take three strips of newspaper approximately 65cm long. Glue the two ends of one of the strips, to make a normal circle. Do the same with the second strip, but before gluing the ends, twist the strip a half turn. Twist the third strip a whole turn before gluing it. Now, when you cut the strips lengthways, the normal ring will become two separate rings, the circle, which you gave a half turn will become twice as large, and the circle which you gave a full turn will change into a two link chain!



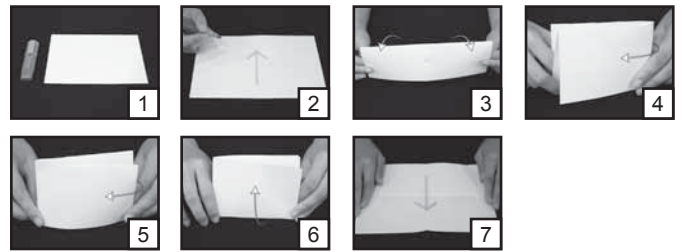
**378 - THE MAGIC BAG**

Before the performance, take a double sheet of newspaper of approx. 60 x 40cm. Fold it as indicated in the different pictures. Finally you have a triangular, pointed, bag with two openings. Put a small handkerchief in one opening of the bag. Then quickly, turn the bag over, so the other opening is on top. Then show the empty bag. Of course you can also use this bag for spectacular colour changing performances or you make a handkerchief disappear and appear in another place. For instance: in your pocket or behind your neck. With this bag you have increased the possibilities of your magic tricks box.



**379 - GET THE DIRECTION**

You draw an arrow on a piece of paper, and change the direction of the arrow on the paper in a magical way without turning the sheet of paper at 180 degrees. Draw an arrow on a piece of paper. You show the audience that it is pointing upward, fold the sheet of paper in two lengthwise and fold it from right to left by the middle. Unfold the sheet of paper from behind from left to right. At once, when you open the sheet of paper length side, the arrow is now pointing downward.



**380 - SEEING WITH YOUR FINGERS**

Show ten little pieces of paper to a spectator and ask them to sign one of them, then put all of them into a cone of paper or a hat. You give the cone a good shake to mix all the papers, and without looking inside you take out the piece of paper signed by the spectator just because of your special finger sense! All you need are ten little pieces of paper of about 3cm x 3cm, a pencil, and a paper cone or a hat. Ask a spectator to sign one of the little pieces of paper that are all identical. Hold the cone in your left hand. When the spectator has already signed, take the 10 little pieces of paper and throw them one by one in the cone or the hat with you right hand, when you put the paper signed by the spectator into the hat, secretly, fold it slightly. (do this when your hand is inside the cone or the hat). Gently shake the cone to mix everything, put your hand in the cone and without looking, you will be able to feel the folded paper. Unfold it before taking it out of the cone in order to hide the secret.



**381 - IT IS POSSIBLE THAT SEVEN CAN EQUAL SIX!**

You will perform a strange mathematic rule. On a piece of paper you draw seven parallel lines. You invite a spectator to check that there are effectively seven lines. After a little trick of your own, without hiding or erasing anything, a line has disappeared. The spectator checks again and discovers that only six lines are left... To perform this trick you need a piece of paper 16cm x 8cm, a pencil and a pair of scissors. On the sheet of paper you draw beforehand seven lines of about 6cm, with a 2cm space between each of them, and with a 1cm margin on top and down the sheet. Cut the sheet of paper out diagonally so you get two triangles. Put both parts of the sheet together and make a spectator count the lines: they will find seven lines, then let slip towards the left the triangle B but only one line. At this moment, ask a spectator to count the lines, only six are left!

**382 - CREATE YOUR COUNTRY FLAG**

To perform this trick you will require some glue, a newspaper, your selected country flag and some different coloured ribbon (the ribbon must be of the same colours as in your chosen flag). Take two pieces of newspaper and glue the flag in-between two sheets and you are now ready to start. Simply show the sheet of newspaper and take the ribbon and fold the newspaper around the ribbon. Blow on the paper and then rip the paper to reveal the flag. Be careful not to expose the ribbon, pull the flag out and discard the paper (with the ribbon hidden inside).



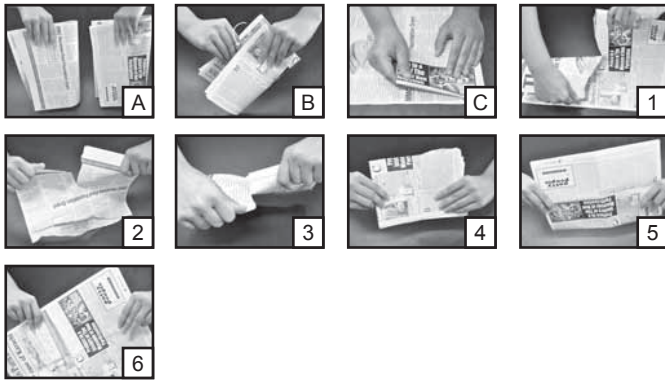
### 383 - PASSING THROUGH A COUNTRY!

For this trick you will need a postcard and a pair of scissors. Tell your audience that you can walk through Spain right before their eyes. Take a postcard (this one is from Spain) and show it to your audience, fold it in half lengthways, then make cuts from the outside edge towards the centre (but not right through!) followed by cuts from the centre towards the outside edge (i.e. the other way in-between each of the other cuts). Make as many cuts as possible. (The more cuts you make the longer the card will become.) Now unfold the card and cut it lengthways along the fold from the inside of the first cut at one end through to the inside edge at the other end.



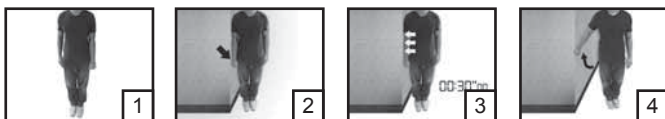
### 384 - THE TORN NEWSPAPER

Before the performance, take two identical sheets of newspaper and fold one of them into a small parcel, which you stick to the other sheet, top left. Tear the sheet by the middle: place one half on top of the other, so that the prepared page is turned to you. Repeat this until you have a packet of the same size as the prepared packet. Quickly turn it all over and unfold the sheet: you restored the newspaper-sheet! Hold the torn pieces secretly behind your back!



### 385 - THE HYPNOTIZED ARM

Tell a friend you are going to hypnotize their arm. To do this they must follow your instructions exactly. Your friend must stand very close to a wall, with their right side next to the wall and their right wrist touching the wall. They must push their arm outwards, not their body, as though they are really trying to push the wall away. Their body must not come away from the wall, nor must their body touch their wrist which they are pushing outwards against the wall. They must obey your instructions to push hard against the wall for at least 30 seconds. You then instruct them to step away from the wall and let their arm hang loose by their side. Order their arm to float away, (they must not try to stop it but just let it go and let their arm hang down) and their arm will float away! It will rise away from their body in an involuntary action as it was hypnotized!



### 386 - HOW TO PARALYSE A SPECTATOR

Challenge a spectator in such a position, that they will be unable to lift their left foot from the floor. Stand them against a wall with their right side touching the wall and the side of their right foot also touching the wall. Now ask them to lift their left foot. They will be unable to do it.

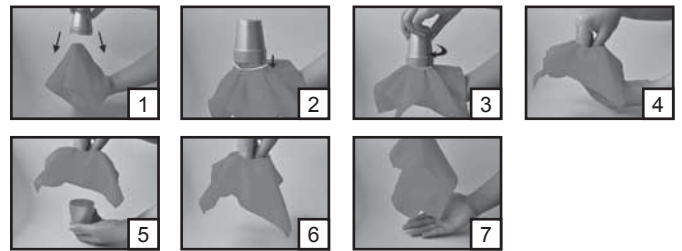


### 387 - THE BOTTOMLESS CUP

Here's a quickie to be performed very quickly during any trick with one of your cups. Hold the cup with the opening upwards and grasped by the forefinger and thumb near the rim. With your other hand poke the wand up and down inside the cup hitting the bottom several times. Then poke up behind the cup and beyond the bottom and back up again and it will look as though you have gone right through the bottom of the solid cup.

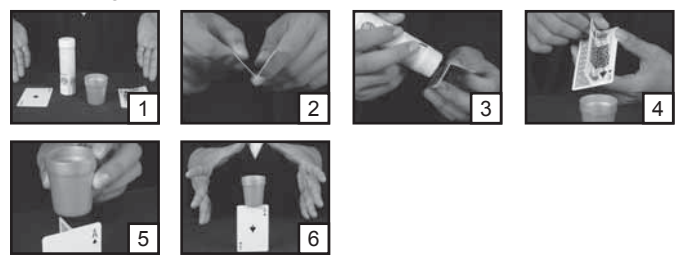
### 388 - THE DISAPPEARING CUP

Before the performance you secretly place an elastic band around the top of the cup. Put a handkerchief on the tips of your right-hand fingers and put the cup, upside down on top of it. Strip the elastic band off the cup, so that it is now on your fingers. Put the left-hand palm on the bottom of the cup and turn everything over. The cup falls in the left hand while the handkerchief (by means of the elastic band) covers the fingers of your right hand, which are inside the cup. The cup can now be held comfortably in your half closed left fist as it comes out from under the hanky. The rubber band will make it look as though you are holding the cup with your right hand. Go into a box or hat on your magic table and bring out your wand, having dumped the cup. Tap your right hand and pull away the hanky. The cup has disappeared.



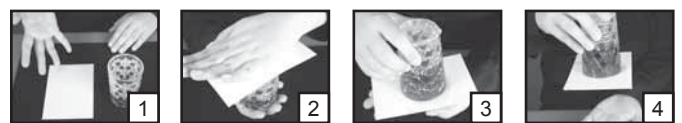
### 389 - THE BALANCING GLASS

Take two playing cards from a regular deck (preferably the jokers) so you do not to spoil the cards in your magic set. The magician makes a glass of water balance on a playing card! First, fold one of the cards on the centre line and glue one half against the back of the other card so it forms a 'flap'. Pick up the glass filled with water and place it apparently balanced on the card with the other card at the back opened in a T-form. At the end of the performance (of course, the audience only must see one card), you show the 'card' as a normal card, pressing the flap against the back.



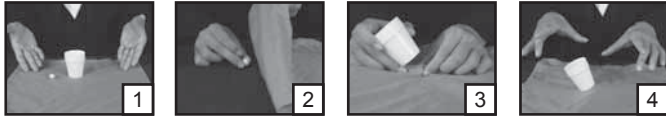
### 390 - THE WATER THAT STICKS

Take a cup and fill it with water up to the brim. On top of the cup you put a postcard with the coloured surface downwards. Then put your hand on the postcard and with your other hand make some magic movements over the cup. Turn the cup slowly upside down and push the postcard firmly against the cup. Take the cup at the bottom with your other hand and say some magic words. Take away the hand that holds the postcard and... no water pours out of the cup! How is that possible? The external atmospheric pressure against the postcard is greater than the pressure of the water in the cup.



**391 - THE BALANCING GLASS ON THE TABLE**

Challenge a spectator to balance a glass on its edge, as shown in the picture. Surely, they will not be able to do so. But you can, because you have secretly placed a match or a small bead under the tablecloth. This little elevation is sufficient to balance the glass as illustrated. Try it and after some practice you will master the effect and the trick will be perfect every time.



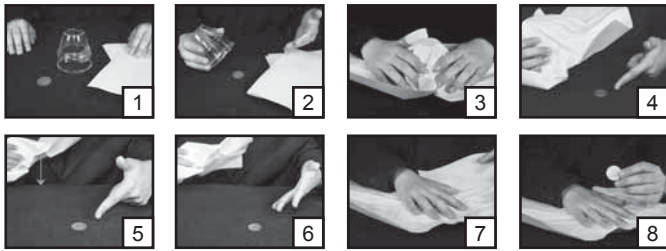
**392 - AN ALTERNATIVE VIEW**

Place six glasses in a single line on a table, now pour some water into the first three glasses on your left. The other three remain empty. Now set a challenge and ask someone to position the glasses so that they are alternatively empty and full, BUT they are only allowed to move or touch one glass. They are very unlikely to find the solution which is very simple, lift the second full glass and pour its contents into the empty fifth glass, and then place the now empty second glass back to its original position.

**393 - GLASS THROUGH THE TABLE**

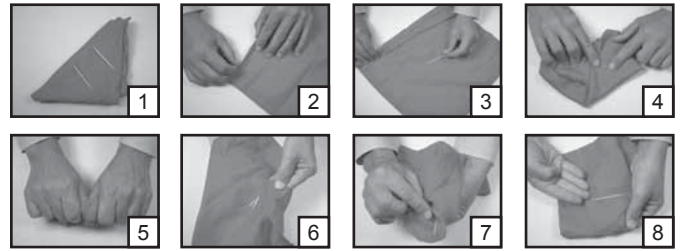
To perform this trick you have to be seated at a table, or even better at a dining table, and the spectator should be seated at the same table or just in front of you for a stronger result. Place a coin in front of you at about 30cm from the edge of the table. Now cover the coin with a glass, with the open side down. Place two papers on top of each other and cover the glass. Explain that the light could damage the coin so you have to cover it. Now with both hands pull the papers downward around the glass and when this is done, twist the papers with one hand against the sides of the glass. This will form the shape of the glass. Now lift both paper and glass so the audience can be assured that the coin is still there. Cover the coin again and explain that you will be able to make the coin vanish and then penetrate the coin through the table. Make some magical gestures and lift the glass. Then announce that today you are lacking concentration. Pick up the coin and make remarks like "I have had a bad day", at the same time your right hand moves to the edge of the table holding the glass covered with the papers. All you have to do now is just let the glass slide into your lap; the papers will keep the shape of the glass, creating the illusion that the glass is still there. Make sure that you do not let the glass roll onto the floor. Now explain that you forgot to strike the glass, then raise your hand and smash the papers. What happened to the glass? You can now say that instead of the coin the glass has penetrated the table.

**TIP: It is best to use a clear plastic cup for this trick rather than a real glass.**



**394 - THE UNBREAKABLE TOOTHPICK**

Take a handkerchief and place a toothpick in the middle of it. Then fold the handkerchief and ask a spectator to break the toothpick in two or three pieces. When this has been done, make a magic pass over the handkerchief and the toothpick will fall out, intact! How is that possible? Take a handkerchief with a hem and hide a toothpick in the hem. A second toothpick is placed in the middle of the handkerchief. Fold the handkerchief and ask your spectator to break the toothpick, ensuring that the toothpick broken is the one in the hem. When you shake then the handkerchief you hold the broken toothpick between your fingers and let the intact toothpick fall out.



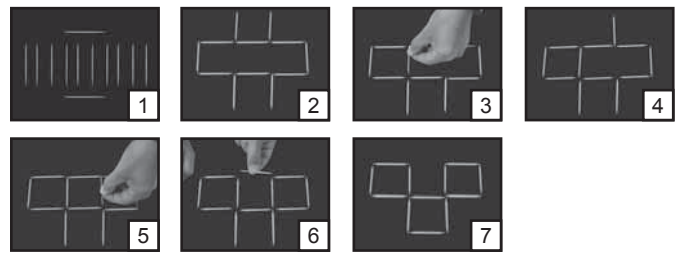
**395 - UNITED**

All you need to perform this trick are six toothpicks. You show six toothpicks to the spectators, they have to put them in such a way that each one can touch the five others.



**396 - THE THREE SQUARES**

Put twelve toothpicks as shown on the picture. Then ask a spectator to make three squares by only taking away and putting back again three toothpicks. On picture 3 you can see the result.



**397 - THE TRICK WITH THE EIGHT TOOTHPICKS**

Ask a spectator to make, with eight toothpicks, two squares and four triangles. It seems difficult, but it is not.



**398 - THE MYSTERY OF THE EIGHT SQUARES**

Make from twenty-two toothpicks, eight squares as shown in the picture. The question is how to take away six toothpicks and still end up with four squares. The answer is, to take two toothpicks of the opposite corner of each side, two of the middle and one from each side.



**399 - ANOTHER MYSTERY OF THE NINE SQUARES**

From twenty four toothpicks, make nine squares so when you take away four toothpicks you will have five squares. The solution is taking away the four toothpicks from the middle.

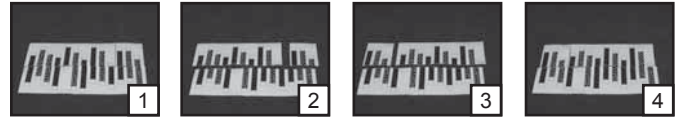


**400 - WHIMSICAL WANDS**

No magical entertainment would be complete without a magic wand. Here, however, is a trick which is unique in so far as it makes use of thirteen of them! Look at the illustration at the end of this book and count them. You will discover six spotted wands and seven plain ones. Trace this design onto a piece of paper, or have a photocopy made. If you trace it, you may, if you wish,

differentiate the spotted and the plain wands more distinctly by painting them with contrasting colours. With your own copy complete, check again that there are six spotted and seven plain wands. Now, with great care, cut your design into three pieces according to the two thin lines which divide the design into sections A, B and C. Then reassemble the three pieces into a rectangle, still retaining C for the lower half, but changing the positions of A and B. Make sure, however, that both A and B are

still the same way up. Now once again count how many wands there are of each colour design. As a stunning climax, one of the wands will have mysteriously changed colour!



**CREDITS**

**Thanks to our Magic-Team:**

Dan Le Fay  
Henk Romeijn  
Ray Joel





**FISM™**

**OFFICIAL PARTNER**

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**NOTE**



# MAGIC INSTRUCTIONS



[www.hankypanky-toys.com](http://www.hankypanky-toys.com)

*(\*) Not all materials used for these tricks are included in the box. Some tricks require the use of everyday objects.  
Remove all packaging materials before giving to children.*

**WARNING!** Not suitable for children under 3 years. **CHOKING HAZARD.** This toy contains small parts and small balls which may be hazardous. Long cord. Strangulation hazard. Please retain details for future reference. Colours and contents may vary from those illustrated. Please note that some tricks may require parental guidance.

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