

Welcome to the Wonderful World of Magic!

As you open this box full of "**illusions**"- your **Young Magicians MAGIC SET** - we offer you the chance to start out on the road to becoming part of the **wonderful world of Magic!**

Progress means continual improvement. It is as important to **practice the tricks** as it is to set them up properly. The greater the ease with which you perform the tricks, the better the results you will achieve. The more you **practice** and **prepare** them, the easier you will find them.

Read a lot and try to go to see some Magic acts. You'll always be able to learn from others. Even from their mistakes!

Try to be original in the tricks you choose. But don't forget that some of the oldest tricks are still the best, provided you present them in style and stamp your own personality on them.

If you want everything to come out right, you will have to put in a lot of practice.

Never let anyone into the **secrets** of the tricks you perform. These secrets should only be passed on to those, who, like you, are interested in **doing Magic**. If your audience knows what is behind the tricks, they lose all their **Magic!**

Never repeat any of the tricks. Don't give very long performances, it is far better to keep them "short and sweet".

If anything goes wrong, don't try to apologize or make excuses. Just get on with the next trick as soon as possible!

Finally, always remember that **Magic is fun**. You should be the first person to enjoy it and the audience will follow suit.



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A SHORT HISTORY OF MAGIC

The word **MAGIC** comes from the word **MAGUS**, which originally referred to a priest among the Medes and Persians. Perhaps the oldest trick is the one with the glasses (or cups) and balls. Among the Romans, the term used for sorcerer was ACETABULARIUS, which means "the person who plays with the vinegar cups".

The oldest surviving record of Magic is contained in the papyruses found in an ancient Egyptian tomb and subsequently translated. It refers to the illusionist DEDI who lived during the reign of KHUFU (also known as Keops), the Pharaoh who built the great pyramid at Gizeh. Dedi was a legend among his contemporaries, in whom he inspired dread. He was even summoned by the Pharaoh and performed on the stage of the stone palace at Memphis, home of the Egyptian kings for five thousand years.

During his performance (which we know about thanks to an Egyptian inscription) Dedi called for a goose. He cut off its head with a knife he was carrying and placed it in the palm of his open hand. Before the eyes of the astonished Pharaoh, he stroked the goose, made a few gestures while uttering certain invocations put the goose on the floor, and the goose started to waddle about... with its head in place.

His followers claimed the gods had sent them. To prove it, they created fabulous illusions. There was a statue in the Temple of Isis that continually spouted wine onto the altar for the gods to drink.

Dedi fascinated kings and queens while others performed simpler tricks for ordinary people. Glasses, cups and balls were already old props at that time, yet even today they retain their attraction. During the early centuries of the Christian era, the trick of the balls and the cups was done all over the world.

Meanwhile, the sorcerers of the native North American tribes had gone beyond these tricks and were performing better feats than in the East and Europe. One consisted in placing an arrow in a basket with the head pointing towards the ground. The sorcerer started to dance and the arrow came to life, rising vertically out of the basket and remaining suspended in mid air. This is just one of the many tricks they performed.

As Christianity spread throughout the world in the early Middle Ages, the practice of Magic went with it. There were three types of Magic: elegant Magic, which was practiced before kings, queens and nobles; street performances, for the common people; and black Magic, an occult form whose practitioners were supposed to have supernatural powers.

Roving illusionists wandered from town to town with their tricks of cups and balls, the split rope joined together again, their dice and dice box. Sometimes the people clapped; others, they were a flop. The opinion that the illusionist could be either a success or a failure lasted well into the 17th century. Gradually ideas about the art of the illusionist moved on and improved, especially in Europe. The public began to see the illusionist as an artist almost always able to achieve success.

By the late 18th century, illusionism in Europe was going up in the world. Performances were held in good theatres. The magicians PHILIPPE and PINETTI, whose elegance astonished their contemporaries, provided a good example of this.

The 19th century saw the culmination of illusionism. An artist appeared on the scene that renewed the art completely. By dint of skill, intelligence and exquisite taste he took Magic to new heights and paved the way for a golden age that would last for over a century. His name was Jean-Eugène ROBERT-HOUDINI.

DIFFERENT "ASPECTS" OF MAGIC

Magic or ***"illusionism"*** is divided into:

- **State magic:**
 - Large apparatus
 - General magic
 - Conjuring
- **Parlor room magic.**
- **Close-up or tabletop magic.**
- **Comic-magic.**

DIFFERENT "MAGIC TERMS"

ASSISTANT: The magician's assistant.

CLOSE-UP MAGIC: Tricks performed near the audience.

CONJURING TRICKS: The general name for the tricks a magician performs.

CONJUROR or **PRESTIDIGITATOR:** A person who performs conjuring tricks or sleights of hand, a magician.

CUT THE PACK: To divide the pack into two parts by taking a group of cards from the top and putting it at the bottom.

DISCARD: Getting rid of an object during a trick.

EFFECT: The impression the magician causes among the audience. What the audience "sees".

FORCE A CARD: Making the spectator "choose" the card the magician wants him or her to choose.

GAG: A joke.

ILLUSIONISM: The art of creating an illusion and getting the audience to accept it as real.

LOAD: Everything hidden somewhere (in a box, in the hand, etc.) which is made to appear by surprise (ribbons, handkerchiefs, etc.).

MAGIC BOOKS: The best aid for learning conjuring tricks. You can find an enormous number in good bookshops or dedicated Magic shops.

MAGIC WORDS: Words used to enhance tricks, such as "abracadabra" and "hey presto!"

MANIPULATION: The set of movements (generally of the hands) required to perform a trick.

PACK: A pack of playing cards. The types of packs used are the Spanish pack (coins, goblets, swords and clubs) and the French pack (hearts, clubs, spades and diamonds).

PALMING: Secretly concealing a small object in the palm of the hand or making an object disappear (out of the hands).

ROUTINE: The sequence of tricks performed by a magician.

SHUFFLE: To mix up cards to change their order.

SKILL: The main quality a magician must have in his or her fingers.

SLEIGHT OF HAND (also known as LEGERDEMAIN or PRESTIDIGITATION): The manual dexterity used in performing conjuring tricks or the performance of such tricks.

STAGE: The platform in a theatre on which the magician performs.

SWAP: To secretly replace one thing by another.

**THE FOLLOWING 17 TRICKS CAN BE PERFORMED USING THE
DIFFERENT ELEMENTS CONTAINED IN YOUR "50 TRICKS,
YOUNG MAGICIANS MAGIC SET".**

The "Surprise" Magic Stick

2021

This is a practical conjuring trick that you can do anywhere, at any time and without any preparation.

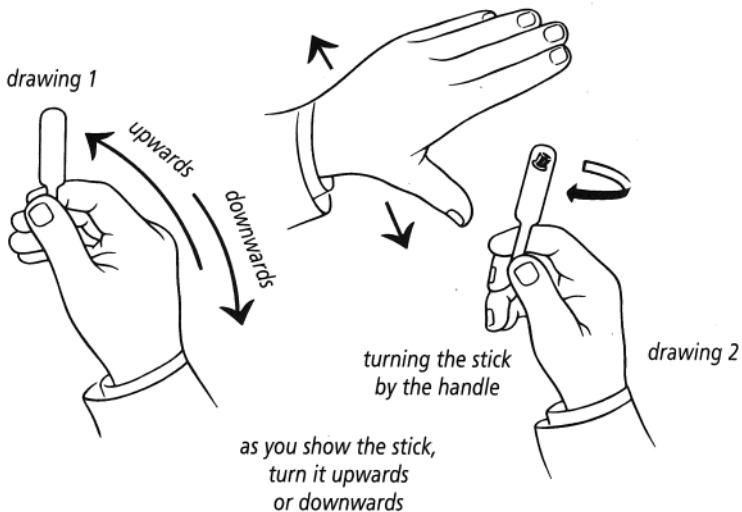
EFFECT: You take the small paddle-shaped stick out from your pocket, you show both sides of it so people can see there is "nothing special" about it... except that it is magic.

And now, holding the stick in your right hand, you pass your left hand over it with an air of mystery and, "Lo and Behold", a PICTURE appears on the stick.

MATERIAL: A paddle-shaped stick with nothing on one side and a PICTURE on the other.

HOW TO DO IT: When you show the audience the stick, show the blank face first and then the "back" (TURNING THE STICK ROUND BY THE HANDLE and at the same time moving it downwards). This operation is the key to the secret, as the audience thinks it is seeing two different faces, when in fact you only show them one. The turning movement makes them think they have seen both sides (see drawing 1). Now pass your left hand over your right and, while the stick is covered, TURN IT AROUND. As you move your left hand away, your right hand will be holding the stick with the picture on it (drawing 2).

NOTE: Before performing this trick in public, practice it several times until you have fully mastered turning the stick. It's easy, try it!



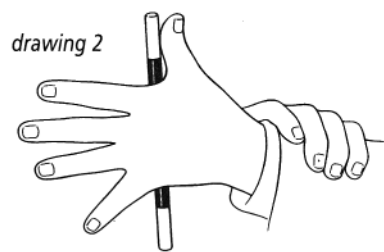
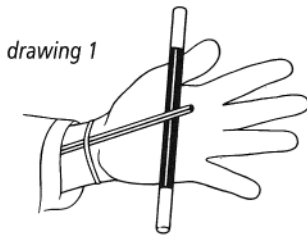
The "Floating" Magic Wand

2022

EFFECT: You let go of the magic wand you are holding in your hand and it remains floating in the air.

MATERIAL: The magic wand from your Magic Set and a pencil.

HOW TO DO IT: Hold the pencil in place with a rubber band (or the strap of your wristwatch) as shown in drawing 1. Put the wand in your hand so that it is held in place between your hand and the pencil. First show the audience the wand as you grip it in your hand. Then take hold of the cuff of your sleeve with the other hand ("to produce magnetism", you say). Slowly open your left hand (with the back of your hand towards the audience) and the wand stays "magically suspended" in mid air (drawing 2).



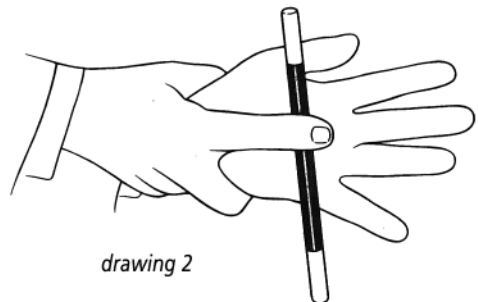
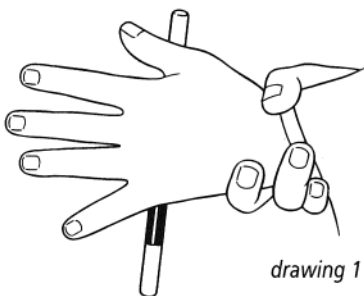
The "Floating" Magic Wand (Another Way to do the Trick) 2023

EFFECT: A magic wand remains floating in the air when you let go of it.

MATERIAL: The magic wand from your Magic Set and your hands.

HOW TO DO IT: This trick is similar to the one before, but has the advantage that you can show that your hands are empty both before and after. It also gives you the chance to repeat the trick. If you do it a different way the second time, the spectators will be less likely to "rumble" the trick.

1. Show your left hand with the wand in your palm. Take hold off your cuff with your right hand "to produce magnetism" (drawing 1).
2. Close your left hand round the wand and turn over your hand with the wand in it.
3. Slowly open your left hand while holding the wand with the forefinger of your right hand (drawing 2). The wand appears to stay up "by magic".



The "Escaping" Magic Wand 2024

EFFECT: The magic wand "escapes" after being wrapped in newspaper.

MATERIAL: The magic wand from your Magic Set, some black shiny wrapping paper, glue and a sheet of newspaper.

HOW TO DO IT: You will need to make yourself a rather special wand. To do this, remove the two white tips from your normal wand. Make the body of a wand out of the shiny paper by wrapping it round the wand and then sliding it off. Glue the black tube you have made, so that it does not come apart, and fit the two white tips from the real wand on either end. You will now have a wand that is made of paper, but looks like the real thing.

1. Tap the table with the wand. As the white tip hits the table, it will make a noise just like a normal wand. Then wrap it up in a sheet of newspaper so that it is completely covered.

2. Tear up the sheet of newspaper (with the paper wand inside it). Crumple it up and throw it away. As far as the audience is concerned, the wand has vanished.

The "Escaping" Magic Wand (A Variation)

2025

If you put a handkerchief inside the "paper wand", when you tear it up, you will make the handkerchief appear. The trick will now be called "Turning a Wand into a Handkerchief".

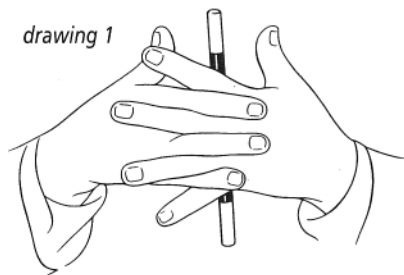
The "Magnetic" Magic Wand

2026

EFFECT: The magic wand gets "stuck" to your hands so that it does not fall even when you don't hold it.

MATERIAL: The magic wand from your Magic Set.

HOW TO DO IT: Take the wand in your right hand. Without letting go of the wand, interlace the fingers of both hands as shown in drawings 1 and 2. The audience will not notice that your forefinger is missing. When you show your hands as in drawing 1, it will look as though the wand is held up by magic.



The Magic Wand that Changes Colour

2027

EFFECT: A magic wand wrapped in newspaper that changes colour.

MATERIAL: The magic wand from your Magic Set, shiny white wrapping paper and shiny black wrapping paper.

HOW TO DO IT: You have to prepare this trick by making a cover for the wand out of the shiny wrapping paper. Cover the (black) central part of the wand with shiny white paper and the (white) tips with shiny black paper.

Show the audience the wand with the cover on. Make it firm (with glue), but not too tight, so that it will come off easily when you want it to.

Complain that the wand has a funny color. Wrap it in newspaper, but leave the ends open. Then let the wand slide out of one of the ends. When you crumple up the newspaper, make sure you also crumple up the paper cover.

A Handkerchief that "Appears" with a Magic Wand

2028

EFFECT: You show the audience a magic wand between your empty hands. Suddenly, a handkerchief "appears" between them.

MATERIAL: The magic wand in your Magic Set and a handkerchief.

HOW TO DO IT: Before you start, wrap the handkerchief round one end of the wand. Tuck the wand, with the handkerchief wrapped round it, under your left armpit so that the handkerchief is out of sight. When you come on stage, show your hands are empty (as you greet the audience). Then take the wand from under your arm with your right hand. Hold it by the end that has the handkerchief wrapped round it, so that the handkerchief remains hidden in your hand.

Wave the wand a couple of times. Transfer it to your left hand. Your right hand allows the handkerchief to unwind and appear before the spectators.

The Magic Wand that Appears "out of Nowhere"

2029

EFFECT: A magic wand appears in your wallet, "out of nowhere".

MATERIAL: The magic wand from your Magic Set and a wallet.

HOW TO DO IT: To prepare the trick, put the magic wand up your left sleeve and hold it in place with a rubber band.

This is an excellent trick to start off a session. Greet your audience by raising your hands (with the palms facing you). Then take the wallet out of your pocket (or pick it up from the table) with your left hand.

Open it towards you and pretend to take the wand out of it. The audience will be amazed to see the wand come out of your wallet, which is much shorter than the wand.

The "Cup and Ball" Mystery (Trick #1)

2038

EFFECT: You show the audience a covered cup. With an air of mystery, you take off the lid and inside there is a ball. You show them the ball and then put it in your pocket, in full view of the audience. You put the lid back on the (now empty) cup, wave your magic wand over it a few times. When you take the lid off this time, the ball that was in it at the beginning, but which you then put in your pocket, is back inside the cup. In response to the expectation aroused, you can say that you have sufficient "magic powers" to send the ball back into your pocket again. You put the lid on the cup with the ball inside, wave your wand and get the ball to re-appear in your pocket. You neatly take the ball out of your pocket and, to round off the trick, you remove the lid from the cup and show the audience that it is empty.

MATERIAL: The "trick" four-piece cup from your Magic Set.

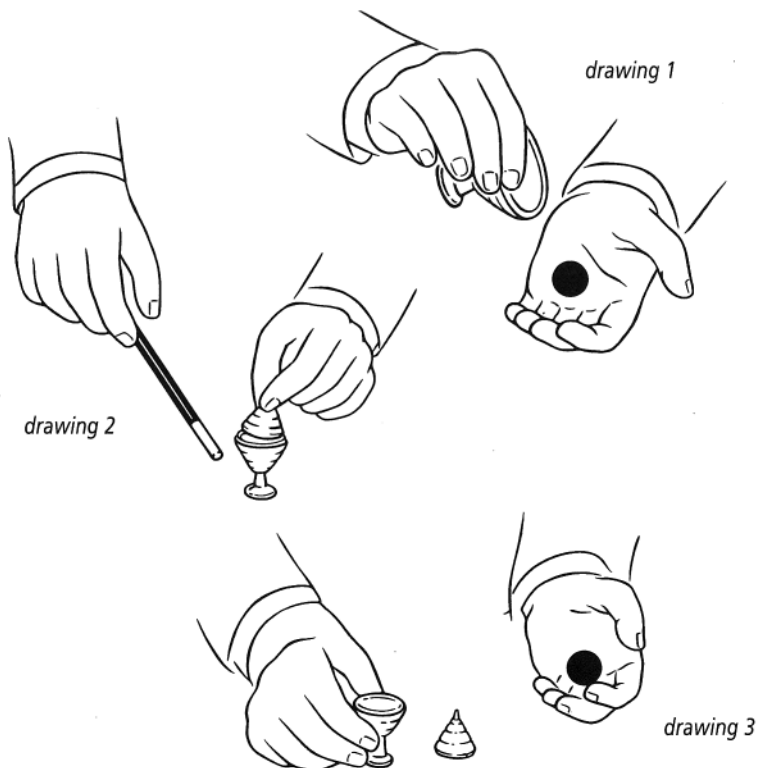
HOW TO DO IT: It is extremely important to remember that practicing the tricks over and over again, performing the movements naturally and creating a mysterious atmosphere are the basic tools of the trade of all good conjurers. To create the illusion of the ball passing from one place to another, you need to master the secrets of the special cup. First, show it to the audience. You can tell them, for example, that its simple appearance disconcerted you at first, but then a Chinese magician passed on its secret to you and, since you want to show off your magic powers, you are going to perform the experiment.

Show the audience the cup and take off the lid. The best way to do this is to hold the cup in your right hand, while making sure that your fingers have got a firm, yet natural grip, on the second lid inside it. Put the "trick" lid down on the table. Pick up the cup again and drop the ball inside it into your hand. Show the ball to the audience and then put it in your pocket (see drawing 1).

Put the (now empty) cup down on the table and put the lid on again. In making this movement, you will leave everything ready for the (trick) ball to appear. Introduce this phase of the trick by waving the magic wand once or twice over the cup. When you take off the lid this time, hold it at the top (see drawing 2). You will take off only the first lid.

The audience will be astonished to see the ball re-appear in the cup.

To finish off, announce that everything they have seen is pure fantasy, as the ball is still in your pocket. Put the lid back on the cup. Put your hand in your pocket to get some "magic powder" and, at the same time, bring out the ball. Finally, show the audience there is nothing in the cup (hold both lids). When you lift off the lid with a great flourish, they will see that, in fact, the cup is empty (see drawing 3).



The "Cup and Ball" Mystery (Trick #2)

2039

EFFECT: You show the audience the cup with the lid off and the ball inside. You put the lid on and when you take it off again, a shower of confetti comes out.

MATERIAL: The "trick" cup from your Magic Set and some confetti.

HOW TO DO IT: Show the cup to the audience with the lid off and the ("trick") half-ball inside it. Put the lid on and make a few "magic" passes over it. When you take the lid off again, take off the trick top as well. Put some confetti inside the empty cup before you perform the trick. When you take the lid off the second time, removing the "trick" lid as you do so, throw the confetti into the air. You can finish off the trick by pulling the ball out from your pocket (where you will previously have hidden it).

The Ball and Tube

2041

Here is a trick easy to perform and very effective. You can do it while sitting around a table with your friends.

EFFECT: You take the tube in your Magic Set and move your magic wand around inside it to show it is empty. Show your audience the ball and put it inside the tube.

Squeeze the tube with your fingers, so the ball does not fall out onto the table. Then lift the tube vertically-up from the table a couple of inches (some 5 cm) to show everyone that there is nothing inside. Carefully and gently you put the tube back down on the table, wave the wand over it and blow on it while you relax your pressure on the tube. When you lift up the tube, the ball falls out onto the table.

Which is Bigger?

2061

EFFECT: You put two pieces of card on the table and ask: "Which one is bigger?" Once the question has been answered, you swap the position of the cards round and repeat the question. The spectators will give you a different answer. They will now say that the one they first thought was bigger is actually the smaller.

MATERIAL: The two identical pieces of card of the same length and pattern from your Magic Set.

HOW TO DO IT: Although the two pieces of card are exactly the same, when one of them is at the top and the other at the bottom, they "look" different in size but this is a purely an optical illusion.

NOTE: As this is just a piece of fun, you can take bets on who will guess correctly which card is bigger.

Which Way Around?

2211

EFFECT: You hold a plastic, octagonal **chip** (one with 8 sides) that has an arrow pointing in one direction on either side between the thumb and forefinger of your right (or left) hand. When you turn it around by rotating it by two tips, the **arrow always points in the same direction**, except when **you decide** it should point in one direction on one side and then in the other direction on the other side. The arrow changes positions!

MATERIAL: The plastic, octagonal **chip** in your Magic Set (with an arrow on either side).

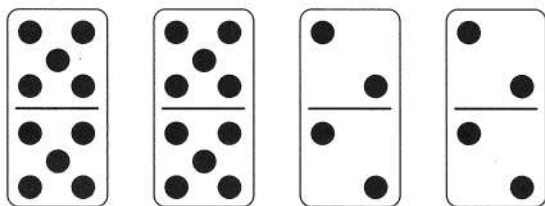
HOW TO DO IT: If you first try holding the plastic **chip** by any two opposite points (chosen at random) and rotate it, you will see that you will not be able to get the arrows to point in the same direction, except by chance. **The secret lies in finding the two points from where to hold the chip.** Hold it from the right ones to the audience. Turn it round several times and the arrow will always be pointing in the same direction. Change the points you hold it by and the arrows will point in different directions.

Puzzling Dominoes

2218

EFFECT: You put four dominoes on the table in the following order (see diagram 1):

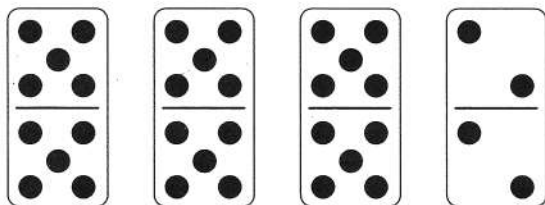
- A double FIVE
- A double FIVE
- A double TWO
- A double TWO



drawing 1

Get the audience to make a mental note of their values. Then pick them up and lay them out again on the table. **This time**, there are three DOUBLE FIVES and one DOUBLE TWO (see diagram 2).

MATERIAL: Three ordinary dominoes with their normal values and one "specially manipulated domino" with different values on each side.



drawing 2

HOW TO DO IT: Set out the dominoes on the table as shown in **diagram 1**:

1. One (normal) double FIVE
2. The other (normal) double FIVE
3. The manipulated domino with the DOUBLE TWO facing up.
4. The (normal) double TWO

The audience will see two double FIVES and two double TWOS.

Then pick up the tiles in your right hand and deposit them in the hollow of your left hand. The sequence is as follows:

First, one double FIVE which you turn over as you transfer it from one hand to the other (you will see the blank back of the domino). **Second**, the other double FIVE (also normal and turned over, so you will see the domino's blank back). **Third**, the "manipulated" domino but in this case, when you put it on top of the other two in the hollow of your hand, DO NOT TURN IT OVER (without making it obvious and being careful to hide the "manipulation" from the public, you will see the double TWO). **Finally**, the normal double TWO that you must remember to turn over. You will see the "blank" back of the domino and can let the public see it too. Next, transfer the set of dominoes to your other hand. Make this movement smoothly and, with the excuse of giving them a magic blow, turn the whole group over. The dominoes are now ready to be laid out again.

Lay them out horizontally on the table and they will appear as in **diagram 2**: three double FIVES and one double TWO.

When you change the dominoes over from one hand to the other, use the hollow of your hand to hide the spots on them.

It is extremely important to get the sequence of movement's right, practice them! Do not repeat this trick. Put the dominoes away quickly without anyone touching them.

The "Guessing", Magic Pencil

2219

EFFECT: You show the audience the round, illustrated cardboard disk (contained in your set) on which there are pictures of several different objects or scenes.

Ask someone from the audience to "think" of one of the objects on the disc and, before you start to insert the pencil into the holes in the disk, the volunteer subtracts **one** letter from the "spelling" of "name" of the object they have thought of. Once they have subtracted the last letter, you insert the pencil in the holes as many times as necessary and they call out "**Now**". At that very moment the pencil will always be in the hole corresponding to the object they had originally thought of! **MAGIC!**

MATERIAL: The disk included in your MAGIC SET with **seven images** of objects and/or scenes with **seven holes** above each image (**A zoo / a rose / a melon / a tomato / a parking lot / a tricycle / and a tangerine**).

HOW TO DO IT: Take a careful look at the disk with the seven objects and/or scenes on it. Before you come out to do this trick, make a **faint mark -on** the back of the card next to the hole above the **ZOO** image. Position the cardboard disk facing the audience with the hole you have marked at the top (at the twelve o'clock position). Ask someone from the audience to "think" of one of the objects on the disk (you can't see them). When they have done so, instruct them to **subtract one letter** from the **total number of letters** contained in the "spelling" of the object. Tell them that you will insert the pencil in different holes in the disk "at random" and that they are to call out "**Now!**" when there are no more letters left!

This is the only word the spectator has to say ("NOW"), as they will subtract a letter in their head. When they call out "Now!", the pencil will be in the hole next to the object they had originally thought of!

The solution to how to do it is easy! Hold the disk at eye level facing the audience. The **first and second time** you put the pencil in one of the holes, it makes no difference which ones you choose and you can do it at random. **However**, the **THIRD TIME** you must put the pencil in the Zoo's hole, which you will have faintly marked beforehand. From now on (after you put the pencil in the hole of the Zoo), each time you move the pencil, always put it in the hole to the **left of the one before**, working your way round in an anticlockwise direction (remember that you must keep the back of the card facing you). If you do the trick again, you can position the **Zoo** somewhere else, instead of having it at the top.

However, you must not forget that the third time you must ALWAYS put the pencil in the **Zoo** hole and you must always go round in an anticlockwise direction after that.

If the trick goes wrong, it is because one of two things has happened: either the spectator has made a mistake in subtracting the letters, or you have moved in the wrong direction. Practice thoroughly. It is easy to make a mistake when you change the position of the fish.

As with most of the tricks, we recommend that you do not repeat it.

The "Changing Value" Magic Card

2220

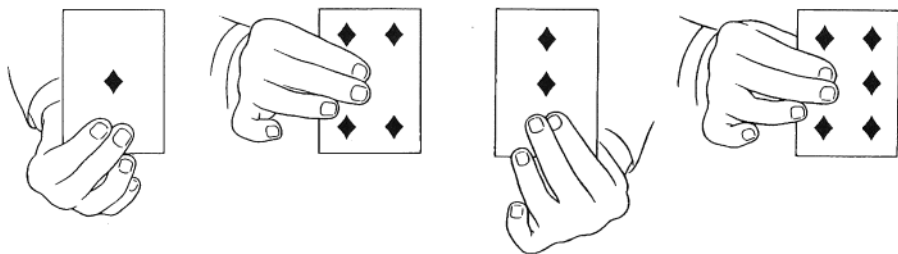
EFFECT: A card with a value of one becomes a four, then a three, then a six and finally a one again.

MATERIAL: The special card from your Magic Set.

HOW TO DO IT: Take a good look at the special card. It has two diamonds on one side and five on the other. However they are arranged so that when you cover up certain parts of the card, the audience "sees" a different number of diamonds.

Show the audience a single diamond. Hold the card at the bottom in your left hand with your fingers covering the first diamond. Your thumb should be behind the card and facing you, with all the other fingers facing the audience.

Hold the right side of the card in your right hand covering the middle diamond with your forefinger, middle finger and ring finger. Turn the card round and you will show four diamonds.



Hold the right side of the card in your right hand covering the middle diamond with your forefinger, middle finger and ring finger. Turn the card round and you will show four diamonds.

Hold the bottom of the card again in your left hand, this time covering the part of the card where there is no diamond with your index, middle, ring and little fingers in front (covering the blank space). Turn the card around and show the card with two diamonds (although the audience will have the impression that there are three). Now place your thumb in front and all your other fingers behind covering the space where there is a diamond "missing". Turn your hand round and you will show a six.

IMPORTANT: Except for the first time you show a single diamond, you will be able to see the card you are going to show to the public before you actually do so. The first time you turn the card, what you in fact do is turn it over around its horizontal axis. The second time, you turn your hand to the left and the third you turn it over round its horizontal axis. Finally, when you turn the card round while covering up the diamond at the bottom, the face with the single diamond in the middle will appear again.

Study the drawings carefully and learn the movements. The secret lies in the skill with which you carry them out.

THE MAGIC WORKSHOP - 34 "ADDITIONAL" TRICKS, USING HOUSEHOLD, EVERYDAY ITEMS

The Inseparable Toothpicks

2075

EFFECT: You show the audience two toothpicks and put them opposite each other in the center of a dish filled with water. You invite a spectator to separate the two toothpicks by simply placing a finger between them. Nobody is able to do it. Try it and you will be successful the first time!

MATERIAL: Two toothpicks and a dish of water.

HOW TO DO IT: Before starting the trick put a bit of soap on one of your fingertips and the toothpicks will quickly separate.

The Inseparable Matchsticks (A variation with matchsticks)

2076

You can also do this trick with two wooden matchsticks.

The Inseparable Toothpicks (Another Variation)

2077

You can use three toothpicks and arrange them in the form of a triangle, but without their ends touching. When you put your finger with the soap on it in the middle, they will all separate equally.

The Flying Lollypop

2078

EFFECT: You come out with a lollypop in your hand and show it to the audience. Next, pick up a paper bag and put the lollypop in it. Blow up the bag and burst it and let the audience examine it. Finally, show them your hands and the lollypop has vanished!

MATERIAL: A lollypop, an ordinary paper bag, a piece of elastic band about 12 inches (30 cm) long and a safety pin.

HOW TO DO IT: Before you begin, attach the lollypop to one end of the elastic band and "fasten" the other end to the inside of your sleeve, near your shoulder, with the safety pin. Pass the lollypop from your shoulder down your arm and hold it in your hand so the audience cannot see it. This is when you introduce the trick.

Pretend to put the lollypop in the bag. What you in fact do is, with a slight movement of your arm, put the lollypop up your sleeve where it will jump and remain hidden thanks to the pull of the elastic! All you have to do is blow up the bag, burst it and let the audience examine it. **Make sure - before doing the trick - that the piece of elastic band is exactly the correct length so that when you "let go" of the lollypop, it goes up your sleeve! Practice first.**

The Magic Pencil Sharpener

2079

EFFECT: You show the audience an unsharpened pencil. Close your fist, put the tip of the pencil in one end

of your fist and turn the pencil as though you were sharpening it. The pencil is now sharp, but you open your hand and there is nothing, just a few shavings from when you sharpened it!

MATERIAL: A small, one-at-a-time, metal pencil sharpener, a piece of elastic band and a pencil.

HOW TO DO IT: Hold the pencil sharpener in your closed, left fist. Keep the unsharpened pencil in your right hand. Turn the pencil and actually sharpen it (nobody can see that you have the sharpener in your fist). Show the sharpened pencil to the audience. Meanwhile, with a movement of your arm similar to the one in the previous trick, make the pencil sharpener disappear up your sleeve, which is on the end of a length of elastic band and fastened to the inside shoulder of your sleeve with a safety pin. **Make sure, before doing the trick - that the piece of elastic band is exactly the correct length so that when you "let go" of the pencil sharpener, it goes up your sleeve! Practice first.**

Guessing a Color without Seeing it

2080

EFFECT: You show the audience three **wax** crayons of **different colors** to the audience. Ask a member of the audience to put one of the crayons in one of your hands, which you are holding behind your back. You then give back the crayon and guess its color.

MATERIAL: Three, different colored wax crayons.

HOW TO DO IT: When the person puts the wax crayon in your hand, behind your back, rub it with one of your nails before you give it back. You only have to take a furtive glance at your nail to see what color the crayon is.

The Cut and Mended Ribbon

2081

EFFECT: You show the audience a ribbon that "appears" to be in one piece and in the shape of a "handle", which you hold in your closed hand with the ends sticking out (see the drawing). Next, cut the ribbon in the middle of the "top" of the "handle" and then hand it to the audience in one piece again!

MATERIAL: A piece of elastic band about 12 inches (30 cm) long, a safety pin (for fastening the elastic stretching down to your wrist to the inside shoulder of your jacket), two identical pieces of ribbon and a pair of scissors.

HOW TO DO IT: What you actually cut is only the **first**, top piece of ribbon in the form of a handle that is sticking up out of the top of your fist! Once you have cut it you jerk your arm slightly and make it disappear up your sleeve, as it is attached to the elastic. The other piece of ribbon - the bottom piece - is partly hidden in your hand, with its two ends sticking out the bottom of your fist. Open your hand and show the audience what they think is the whole ribbon! **Make sure - before doing the trick - that the piece of elastic band is exactly the correct length so that when you "let go" of the ribbon, it goes up your sleeve. Practice first.**

ribbon as prepared



presentation of the ribbon and the effect

The Mystery Key

2082

EFFECT: The key you are holding in your hand "mysteriously" disappears.

MATERIAL: A piece of elastic band, a safety pin (for fastening the elastic stretching down to your wrist to the inside shoulder of your jacket) and two keys with a hole in the part opposite the serrated end.

HOW TO DO IT: Show the audience the key and, holding it by the narrow end, turn it round between your fingers. The other end, with the typical hole in it that all these keys have, is attached to the elastic band, whose other end is fastened to the inside shoulder of your sleeve with a safety pin. While you are talking to the audience, move your arm and the key will disappear up your sleeve. Show the spectators that your hand is empty. Now put your hand in your pocket and take out the other key that you put there previously! **Make sure - before doing the trick - that the piece of elastic band is exactly the correct length so that when you "let go" of the key, it goes up your sleeve! Practice first.**

Guessing Colors by "Touching"

2083

EFFECT: You give the audience three square pieces of cardboard, one green, one blue and one white. They all have a hole in the middle. With your eyes blindfolded, ask them to give you any of the three pieces of cardboard. Holding it behind you, you guess the color of the cardboard!

MATERIAL: Three pieces of cardboard 2 inches square (5 cm), one colored green, one blue and one white, i.e. the white one is not colored. A pair of scissors and a pencil.

HOW TO DO IT: Tell the audience that, to help you in this trick and enhance your sense of touch, you need a pencil with which to tap the cardboard when you hold it behind your back. The blue piece has a hole in the middle just big enough for the point of the pencil to fit in, the green one has a slightly bigger hole that allows the narrow part of the pencil through, while the white one lets the whole pencil through easily. Easy, isn't it? At the start of the trick, be sure to give the three pieces of cardboard to three different members of the audience so they do not have a chance to compare them.

IMPORTANT: Don't forget to tap the piece of card just before you guess the color, as you have to justify having the pencil that serves as your "yardstick" or "measuring stick".

The Drink that Changes Color

2084

EFFECT: You pour half a glass of cola into an earthenware or china jug. Then take the jug and pour the contents into the empty glass that previously had the cola in it. But the liquid that comes out of the jug is... water!

MATERIAL: A glass, an earthenware or china jug (i.e. one that is not transparent), a paper or plastic cup that will fit inside the jug and a large amount of absorbent cellulose paper (paper tissues, kitchen roll, etc.).

HOW TO DO IT: Put the paper cup inside the jug, on the side with the spout, and fill it with water. To make sure the cup does not move, stuff the jug with cellulose paper. When you pour the cola into the jug, pour it onto the paper, which will soak it all up. When you pour the contents of the jug back into the glass, what will actually come out is the water from the cup, as the absorbent paper will have soaked up the cola.

The Drink that Changes Color (A Variation)

2085

Of course you can use this trick to turn cola into water, or water into cola, or any other combination of liquids you care to think of. However you must make sure the amount of liquid you pour onto the cellulose paper does not exceed the amount the paper can absorb. **Practice.**

Bet and Win!

2086

EFFECT: You show the audience three glasses half filled with water and a sheet of paper. Then "bet them" that nobody is able to get the third glass to stand on the sheet of paper forming a sort of bridge between the other two - which are about 8 inches (20 cm) apart - without the paper and the glass falling down. However, you can do it!

MATERIAL: Three glasses half-filled with water and a sheet of paper, approximately 12 x 8 inches (30 x 20 cm).

HOW TO DO IT: When your friends give up, take the sheet of paper off the two glasses and fold it into a concertina shape, making the folds just under an inch wide (2 cm). Once you have folded the piece of paper in this way, put it back on top of the two glasses standing on the table and place the third glass in the middle. It will stay up easily. You win!

Three Ribbons and One Correct Answer

2087

EFFECT: You give the audience three ribbons, each of a different color and ask them to pick one. Then put each of them in a different envelope, shuffle the envelopes and open the one containing the ribbon they have chosen.

MATERIAL: Three ribbons of different colors and three envelopes.

HOW TO DO IT: Show the audience the three differently colored ribbons and give them out. Ask one of them to choose a color and say out loud which one it is. Hand out the three envelopes and get the audience to put the ribbons inside, seal them and shuffle them as much as they like, before giving them back to you. You will have slightly trimmed the tip of the flap of one of the envelopes and this is the one you give to the spectator who has the ribbon whose color has been chosen. You'll find it easy to get the right answer.

Possible or Impossible? (A Gag)

2088

Set out five glasses in a row and fill the middle three with cola. Ask if there is anyone in the audience who, by moving just one glass, can re-arrange the glasses so that the full and empty glasses alternate. When they give up, pick up the middle glass, drink all the cola in it and put the empty glass back in the **same** place.

You've only moved one glass... and everyone will see that it was not impossible after all!

Original Position (A Gag)

2089

Ask a spectator to hold his or her right arm firmly in a horizontal position. Put a glass of water in their hand. Their left arm will be hanging down by their side. Now ask them: "How can you drink the glass of water without bending your arm?"

The answer is simple, and yet most people do not easily get it! All they have to do is lift up their left arm, which is hanging down by the side of their body, take the glass in that hand and drink the water.

Show them! Easy, isn't it?

Test of Strength!

2090

Invite someone from the audience to test their strength. Make a bet with them. Place a strip of paper between the thumb and forefinger of both your hands and hold it really tight. Say that there is nobody capable of tearing the paper "with three blows".

Someone will step up, strike the paper a mighty blow and rip it in two at the first go. They will lose the bet. You said "with three blows", not one.

Impossible Jump (A Gag)

2091

Show the audience a glass of water, or any other object you happen to have at hand, and announce that nobody will be able to jump over it once you put it on the floor. There is always someone "clever" who will say they can! You then take the glass, a box or whatever object you are using, and put it right in a **corner of the room**.

Ask the person to jump... they will only be able to do it if there is an earthquake!

Magic Matches

2092

EFFECT: You show the audience two matchboxes that are either full or empty, at your command.

MATERIAL: An elastic band, a half-full box of matches and two identical empty matchboxes.

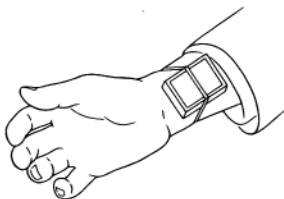
HOW TO DO IT: Before you begin, put an elastic band around your right wrist to hold the half full matchbox in place up your sleeve so that, when you move your hand, it makes a lot of noise.

Show the audience the two matchboxes. Demonstrate that there is nothing in them by shaking first one, then the other, with your left hand and put them on the table.

Now pick up one of the boxes in your right hand and shake it. The rattling of the matches in the box hidden up your sleeve will make people think that it is full.

Repeat the trick with the other box.

To finish, show that both boxes are empty inside!



PRESENTATION: Show the audience a 5c and a 10c coin (or a 5p and a 10p coin).

Ask for an assistant from the audience. Tell him or her that you are going to turn around while they put the two coins in their pockets: one in the left-hand pocket and the other in the right-hand pocket, as they wish. Once they have done this, you naturally say that you have no idea which coin they have put in which pocket. You then give your assistant a large notepad or a giant piece of card - big enough for everyone to see - and tell them to carry out the following mathematical operations:

1. Multiply the value of the coin in their right-hand pocket by 6.
2. multiply the value of the coin in their left-hand pocket by 9.
3. Add up the result of the two previous operations. All this in full view of the public, but without your being able to see anything.

Now ask the person for the final total. When they give it to you, pretend to be thinking hard and then tell them: "the... cent coin is in your... pocket and the... cent coin is in your... pocket".

SECRET: You first ask the person to multiply by 6, which is an even number. The second operation involves multiplying by 9, which is an odd number. The secret lies in the fact that if the total they give you is an even number, the 10c coin is in their left-hand pocket. However, if the total they give you is an odd number, then the 5c coin is in that pocket. To make sure you don't get them mixed up, just remember that 5 is an odd number and 10 is an even number!

Of course, once you know which coin is in the left-hand pocket, you also know which one is in the other pocket. Audience is sure not to understand!

Guessing Someone's Thoughts

2094

EFFECT AND HOW TO DO IT: For this trick you need a few pieces of blank paper and a pencil. Ask the audience to give you the names of some famous people. As they call out the names, write them down on different bits of paper. In fact, though, what you do is to write the same name - the first one - on all the pieces! Fold the pieces of paper and ask a member of the audience to pick one and read the name on it to themselves. "Pretend" to be reading the spectator's thoughts with your **special powers** and then pretend to "guess" the name on the paper. (Put the other bits of paper away. Do not give them to, or leave them within reach of, the audience).

I Can Guess Your Birthday!

2095

EFFECT: With a few short calculations and the help of a member of the audience, you guess the day and month when they were born.

MATERIAL: Pencil and paper.

HOW TO DO IT: You need the help of a member of the audience. After a few brief calculations, you will guess the day and month when they were born!
First, get the volunteer to multiply the day on which they were born by 2 and then add 5. They then have to multiply this number by 50, add on the **month** in which they were born and tell you the result.

"Think" for a few moments and then guess their birthday!

It's easy: just **subtract** 250 from the result the spectator gives you and that is the day and month when they were born

Example: Let's say the person was born on the 24th of October.

$24 \times 2 = 48$; $48 + 5 = 53$; $53 \times 50 = 2.650$ Now add on 10 for October: $2.650 + 10 = 2.660$. This is the "figure" or calculation they will give you and from which you have to **subtract** 250: $2.660 - 250 = 2.410$. This tells you the person was born on the 24th of October ($24 - 10$).

Of course, while the volunteer is doing all these mathematical operations and calculations, you have no idea when their birthday is!

Never repeat these mathematical tricks.

Five is the Answer

2096

EFFECT: You ask a member of the audience to write down a number under 10. After several operations, the result is always "5".

MATERIAL: Pencil and paper.

HOW TO DO IT: Ask a volunteer from the audience to write down a number **under 10**, but not to let you see it! Ask them to **multiply** it by **2** and then **add on 10**. Next, get the person to **divide** the result by **2** and then subtract the number they **first thought of**.

Whatever number they choose, the result is always **5**!

Example: Let us say the volunteer chooses the number **7**.

$$7 \times 2 = 14; 14 + 10 = 24$$

$$24 \div 2 = 12; 12 - 7 \text{ (the number chosen)} = 5$$

Never repeat these mathematical tricks.

I Can Guess Your Card

2097

EFFECT: You guess the card a member of the audience has simply "thought of".

MATERIAL: A pack of playing cards.

HOW TO DO IT: Ask a volunteer from the audience to think of a number between **1** and **10**. Meanwhile, you stand with your back to the person giving them instructions. Once they have thought of a number, get them to shuffle the cards and find the one in the same position (counting from the top of the pack) the same as the number they "thought of" (e.g. the fifth card from the top if it is a **5**, the eighth card if it is an **8**, etc.). Once the card is chosen ask him to put it back in the exact same place and leave the deck face down on the table.

Then, turn around, pick up the deck of cards, hold it behind your back, quickly count 19 cards from the top placing them in reverse order and then back on the top of the deck.

Hand the deck back to the spectator and ask them what the position was of the card they had seen. Let's say it is 6. Count out the cards from this number, saying you are going to put it in position number 20.

When you get to this number, ask which card they had chosen and it will be this one.

HOW TO DO IT: Tell a member of the audience you are going to guess their age.

Ask the person, without them telling you, to **multiply** their age by **3** and then to **add 6**. Then ask them to take this **total** and **divide** it by **3**. Now get them to tell you the result. **Subtract 2** and you will know their age!

Example: Suppose the spectator is **31** (but you don't know it).

$$31 \times 3 = 93$$

$$93 + 6 = 99$$

$$99 \div 3 = 33$$

$$33 - 2 = 31$$

It never fails!

A Balancing Glass

EFFECT: You get a glass full of water to balance miraculously on a card that you pull out of an ordinary pack.

MATERIAL: A glass of water (preferably a plastic, small cup) and a pack of playing cards, one card of which you have "**specially prepared**".

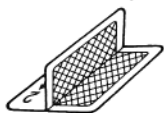
HOW TO DO IT: For this trick, **you need to keep a certain distance between yourself and the audience**. To make sure the glass balances, choose one with a stable, flat base.

Take a card and fold it in half lengthways. Then carefully glue half of the front of this card onto the back of another card so that together both cards form a **T** when opened, but then fold it up flat to look like an ordinary card when you put it in the pack!

Put this supposedly normal card at the bottom of the deck. Shuffle the cards, being careful to ensure that the specially prepared card ends up roughly in the middle of the pack. Since this card is thicker than the others are, you will have no trouble in locating it. Cut the pack at the point where the special card is and choose it "as though by chance".

Facing the audience the whole time, show the face of the card and, with a gesture suggesting "mystery", stand the card on the table by opening up the "secret folded flap" at the back, without letting anyone see! Tell the audience you have hypnotized the card to make it stand up. Stand a glass on the top edge of the card and it will mysteriously "stay up" on a seemingly "normal" card. The glass "stands" on the card because you have opened-up the flap and the **T** structure holds the glass up (they can't see the flap because the **front** of the card is **facing the audience** and the flap is on the back).

drawing 1



*the specially prepared card:
a card folded in two, with one
half glued to the other card
(shown with flap up)*

drawing 2



glass balancing on card

Magic Sevens!

2100

EFFECT: You make two piles of cards and write a "premonition" on a notepad. Ask a member of the audience to choose one of the two piles of cards. The pile they have chosen is written on the notepad, you have "predicted" their choice!

MATERIAL: A pack of playing cards, a notepad and a pencil.

HOW TO DO IT: First take the four sevens out of the pack and leave them face down in a pile on the table. Do not let the audience see which cards they are. Now count out seven cards and leave them in another pile next to the first one. Write on the notepad: "the pile chosen will be the seven pile". When the spectator picks up the cards, they will either have chosen the four sevens or the pile of seven cards. **Your premonition will always be right!**

The Disappearing Coin

2101

EFFECT: A coin disappears before the spectators' very eyes.

MATERIAL: A coin.

HOW TO DO IT: Show the audience a coin and rub it several times on your **left** sleeve. Drop it on the floor, as though by accident. Pick it up in your left hand, while "pretending" to do so in your right hand (you need to keep both your hands fairly close to each other). The audience will not pay enough attention, as you have not "announced" what you are going to do. Continue rubbing the coin, but this time on your **right** sleeve and then open your hand. The coin has vanished! The audience, not expecting this, will be astonished.

A Quick Trick

2102

EFFECT: Lay three coins on the table and ask a volunteer to pick them up, counting "one", "two", "three" out loud as they do so. Then ask them to put the coins back on the table and to continue counting "four", "five", and "six". Finally, ask them to pick them up again, counting "seven", "eight" and "nine". You repeat the operation, but the last number is always "ten". It seems impossible, but....

MATERIAL: Three coins.

HOW TO DO IT: Pick the coins up in your hand and lay them on the table, counting out "one", "two", "three" as you do so. Point to one of them and say "four". Pick up the other two saying "five" and "six". Pick up the one on the table and count "seven" and finally put down the three you are holding in your hand counting "eight", "nine" and "ten".

This trick, which looks very simple, involves "manipulation". You therefore need to practice it first, so you can do it naturally.

A Coin that Escapes Between Two Glasses

2103

EFFECT: You put an ultra-light, aluminum coin on the bottom of an upturned glass standing on the table. Then stand **another** glass, the right way up, on top of the first one. **Cover up the two glasses** with a white cardboard tube, take out the top glass and fill it with water, thereby demonstrating to the audience

that there is nothing "special" about it. However, when you ask a volunteer from the audience to take the tube away and lift up the glass that is on **top**, the coin has disappeared!

MATERIAL: Two glasses, an (ultra light) aluminum coin, a tube made out of thick paper or card and a paper clip.

HOW TO DO IT: Without anyone seeing you, moisten the outside of the bottom end of the glass that is going to go on top, so that the coin sticks to it. Put the tube, made out of a sheet of strong paper rolled into a cylinder and held together with a paper clip, over the two glasses. Take out the top glass and fill it with water. While you are holding the glass in your left hand and pouring water into it from a jug in your right hand, you have to palm the coin - that is "stuck" to the bottom of the glass - in your left hand.

Put the glass back with your right hand and ask a member of the audience to remove the paper tube and lift off the top glass. While they are doing this, get rid of the coin (put it in your pocket).

The Wandering Pencil

2109

EFFECT: You lay a pencil on a handkerchief, wrap it up and it "mysteriously" re-appears under the handkerchief.

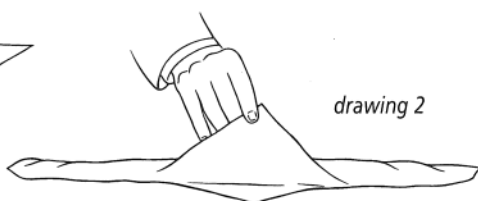
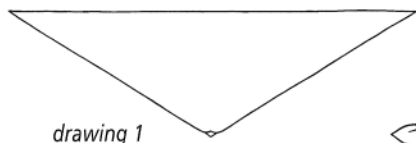
MATERIAL: A handkerchief and a pencil.

HOW TO DO IT: Spread out the handkerchief on the table in the form of a diamond or triangle (see illustration), with one corner pointing at you. Ask someone to lend you a pencil and put it on the handkerchief at some distance from the center.

Fold the corner nearest to you over onto the opposite corner, so that it overlaps slightly. Then wrap the pencil in the handkerchief, until the corner that was furthest from you re-appears.

Hold the corner nearest you with one hand and the opposite corner with the other hand. Pull the two corners in opposite directions, one towards you and the other away from you, until the handkerchief is fully spread out on the table. The pencil will now be underneath the handkerchief!

VARIATIONS: You can do this trick with a coin, a spoon, etc.



The Surprise Bread Roll

2110

EFFECT: You cut a bread-roll in half and find a coin inside it!

MATERIAL: A bread roll and a coin.

HOW TO DO IT: Take a coin and hide it in your left hand. You just have to keep your hand closed, as the public does not know what you are going to do.

Pick up a bread roll from the table (this is a great trick to do at the end of a meal) and put it on your left hand, in the fingertips of which you will have the **coin**. Using both hands, bend the roll upwards. This will open up a little crack at the bottom, allowing you to push the coin inside with the fingers of your left hand. When you return the roll to its original position, the coin will be left inside it. Leave the roll you have prepared in this way near you. Wait for a suitable moment when everyone is watching you, cut the roll open and the coin will appear.

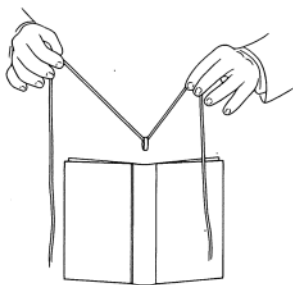
The Wool Yarn and Ring

2111

EFFECT: Pass a thread or piece of wool yarn through a ring. Drape the ends of the wool over a book standing open on the table with its covers towards the audience and the inside of the book towards you. The ring in the middle of the length of wool will be hidden from the audience. The ring becomes free of the wool without coming off either end.

MATERIAL: A meter and a half (a yard and a half) of normal wool yarn, of the kind used for knitting sweaters. A ring - that you will ask someone to lend you - and a book.

HOW TO DO IT: Once you have threaded the ring onto the wool and draped the ends of the wool over the covers of the book, break the wool in half where the ring is. The ring is free, but the wool is broken. Now take the two ends where you have broken the wool and, out of sight of the audience, join them together again by rolling the "broken ends" very firmly between the thumb and forefinger of both hands, "kneading" or "forcing" the ends together. They will be well enough joined together again so that the audience will think that the wool yarn is still in one piece! Give the ring back but do not let anyone examine the wool, just show it to them from a distance.



Colored Beads

2113

EFFECT: You show the audience two glasses with two, mixed-up different colored beads in each one. You mix them up in full view of the audience. Next, put them on the table and stand a piece of cardboard in front of them so that the audience cannot see them. When you lift the cardboard up again, each glass contains only beads of the **same color!**

MATERIAL: 25 beads of one color and 25 of another color. A length of nylon thread, two transparent glasses and a piece of colored cardboard measuring 8 inches by 6 inches (20 x 15 cm), folded in the middle. It is best if the cardboard is covered with circles of similar colors to the beads you are going to use.

HOW TO DO IT: Thread the 25 beads of one color onto the nylon thread. The thread should be extremely slack. Tie it up at the end so that the beads do not come off. Put it in one of the glasses. Put the other 25 beads "loose" or free in the other glass. .

Now put all the "loose" beads into a single glass so the audience can see them. The beads will all be mixed up. Show the audience the decorated cardboard and cover up the glasses with it. Put the threaded beads into the empty glass and pull the thread out sharply. (You should be standing behind the glasses and facing the audience, so that they cannot see what you are doing). The 25 "loose" beads of the same color will be left in the other glass. Lift up the glass and enjoy the applause.

The Crying Coin

2114

EFFECT: You ask someone from the audience to lend you a coin. Rub the coin on the forearm of your **left** sleeve, which you hold up in the air. Then squeeze the coin. And the audience will be completely puzzled because the coin is "shedding tears"!

MATERIAL: A little bit of moistened or wet cotton wool and a coin.

HOW TO DO IT: Hide a small ball of moistened cotton wool behind your left ear. While you hold up your left arm, the audience's attention will be on the coin in your right hand. Next, take the ball of moistened cotton wool from behind your ear with your left hand, while you hold up your left arm to rub the coin on your sleeve.

Hide the cotton wool between your forefinger and middle finger. Transfer the coin to your left hand and hold it between your thumb and forefinger so that you can squeeze the cotton wool behind the coin.

Keeping the palm of your hand towards the audience, press against the coin and the cotton wool will release a few drops of water. Pass the coin back to your right hand before giving it to the audience to examine. Lower your left hand and hide the ball of cotton wool in your pocket.