

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 29 TRICKS CAN BE PERFORMED USING THE
DIFFERENT ELEMENTS CONTAINED IN YOUR "100 TRICKS,
YOUNG MAGICIANS™ MAGIC SET".**

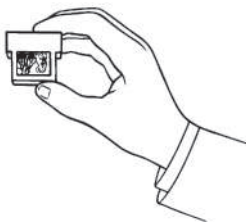
EFFECT: You show the audience a die (with six sides and pictures), ask someone to choose a picture (without saying which one), put the die back in the box with the picture they have chosen face up, cover it up and hand it back to you. Hold it up to your forehead and you always guess correctly which picture the member of the audience has chosen.

MATERIAL: A 6-sided die, with a different picture on each side and a box.

HOW TO DO IT: Stand with your back to the audience to make the trick more effective. The member of the audience selected places the die in the box and hands it to you, having chosen a picture (without saying which one) and putting the die back in the box with the picture chosen facing up and covering it with the box top. You hold the box up to your forehead and always guess correctly which picture they chose.

Take advantage of the fact that you have your back to the audience to take hold of the box with your hands behind your back – that way you cannot be expected to get up to any tricks. However, as you turn round to face the audience, quickly ("deftly" or cleverly) switch the top of the box to the other side (see drawing). When you hold the box up to your forehead to "guess" the correct picture by "applying your mental powers", the face chosen by the spectator will be uncovered. Cover the box up properly again for the spectator to examine. You will have to do this in another rapid movement as you bring the box down from your forehead and hand it to the audience.

An alternative is to go over to your table, pick up your wand in one hand and switch the box top with the other.



The "Egyptian" Cups

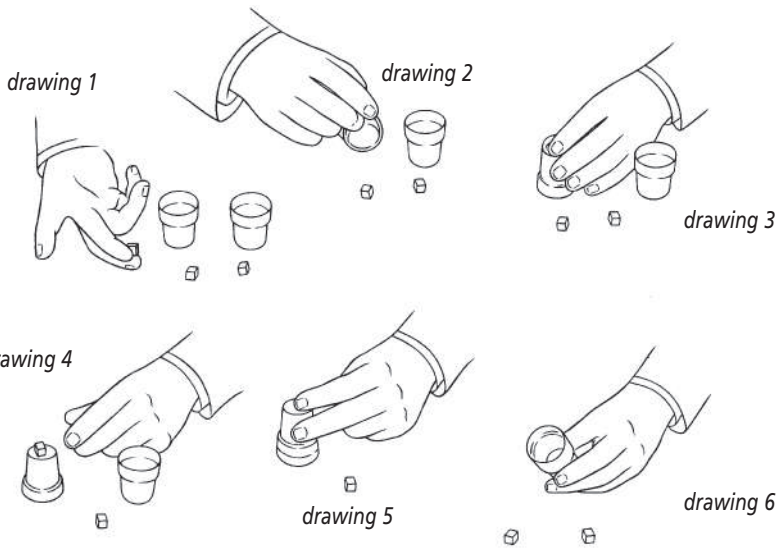
This is one of the oldest existing magic tricks. Egyptian magicians already performed it at the time of the Pharaohs, although of course they did not use either plastic cups or foam dice.

EFFECT: You "pass through" two small foam dice through two "solid" cups - one after the other - and they "come out" or "appear" together under only one of them.

MATERIAL: **Two** cups and **three** "foam dice" from your Magic Set.

HOW TO DO IT: (1). Take out the two cups from your Magic Set and put them on the table next to each other. Put one foam dice beside each of the 2 cups. Keep the **third** die - *which the audience knows nothing about* - **hidden** between the middle finger and forefinger of your **right hand** (see drawing 1). Keep your fingers slightly bent but **don't** squeeze. *You do not need to exert any force to hold the die.* Remember to keep the palm of your hand *always facing you* so that the spectators cannot see the die.

- (2). Pick up one of the cups with your right hand (the one with the hidden die) as shown in drawing 2. The die is slightly "squashed" between your fingers and the side of the cup. Show the audience the inside of the cup and say: "I am now going to put the cup on the table". Pass the cup over to your left hand. As you put it down, your fingers will loosen their pressure, leaving the die inside the cup (drawing 2). Immediately turn over the cup with your left hand and put it face down on the table. If you do this quickly, the die will not fall out and will end up underneath the cup (drawing 3). Practice this several times until you can do it perfectly.
- (3). Pick up one of the dice from the table and put it on top of the "upside-down" cup (see drawing 4).
- (4.) Put the second cup on top of the first one, - both upside down - to form a little pile (see drawing 5)
- (5). Tap the stack of cups and say: "Pass through, pass through". Then lift up the stack of cups - all together - and the audience will see a die on the table under the bottom one. They will **think** that it is the **same die** that they saw you put on the first cup.
- (6). Now comes the hardest but the most "magical" part of the trick. You have to count the cups, showing them one by one, without the audience seeing the dice that are in between them. To do this, pick up the stack of two cups, face up, with your left hand (see drawing 6). Take hold of the bottom cup with your right hand and as you count "One...", turn it over and put it face down on the table. Without pausing, take hold of the cup that is now on the bottom (*the one with the die in it*) and count "Two..." as you turn it over (with the die inside) and put it on top of the one already on the table. **Remember, if you do this quickly (but without rushing) the die won't have time to fall out and will remain hidden from the spectators.**
- (7). Next say: "Now we'll go for the other die". As you say this, you start to put the cups on the table as follows: pick them up in your left hand again, face up. Take out the first one from underneath and, turning it over as you do so, put it on the table about 4 inches (10 cm) from the die. Take out the second cup (with the hidden die), turn it over and put it *over the die lying on the table*. Again the die will fall secretly onto the table *next to the one that was already there*.
- (8). Now repeat the movements described in points 3, 4, 5 and 6. Once you have done this, all the dice will be together under a single cup.
- (9). To finish off the trick, count out the two cups (with the hidden die) as in step 6 and - still stacked together - put them away in your Magic Set box. (See drawings).



The "Floating" Cups

2014

EFFECT: You put two glasses / cups on a book, covered with a handkerchief. Turn the whole lot upside down and the glasses magically stay up in the air as though they were "glued" to the book.

MATERIAL: The two glasses / cups from your Magic Set, a handkerchief and a piece of thick rope.

HOW TO DO IT: (1). Use the rope to construct the required "apparatus" (see drawing). Make two thick knots in the rope about 1/2 to 1 inch apart (1 or 2 cm), depending on the **size of your thumb** (as you will see later on). Make sure the knots are tied really tight and then cut the rope off next to the knots. You should now be left with a short piece of rope with a large knot at either end.

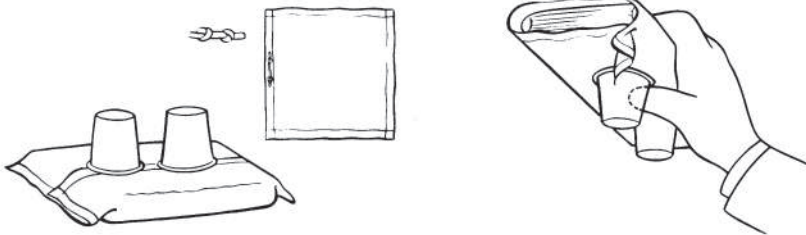
(2). To start, you will have the rope ready inside the folded handkerchief and inside your Magic Set box. Next, put a book on the table and say: "I'm now going to cover it with a handkerchief". Pick up the handkerchief and the rope and wrap the book in the handkerchief. The rope should be between the book and the folds of the handkerchief. While you fold the handkerchief, the rope must remain hidden at all times. **Study and practice in front of a mirror** the best **way** to do it without anyone seeing the rope (which is small and will easily go unnoticed).

(3). Put the two glasses / cups face down on the book, covered by the handkerchief: one on top of one knot; the other on top of the other knot.

(4). Pick up the book as though it was a tray, with your thumb in between the two glasses / cups. Press hard with your thumb so that the glasses / cups are held in position between your thumb and the knots.

(5). Turn the whole thing over, the "apparatus" (see drawing). The glasses will **magically** stay in the air.

(6). To finish off, turn the whole lot – "apparatus" - back over and put the glasses on the table. Then put the handkerchief and the book back in your Magic box together with the "secret" length of rope.



the equipment you need and what the audience sees

The "Vanishing" Cup

2015

EFFECT: A glass / cup, covered by a handkerchief, "disappears" from your hand.

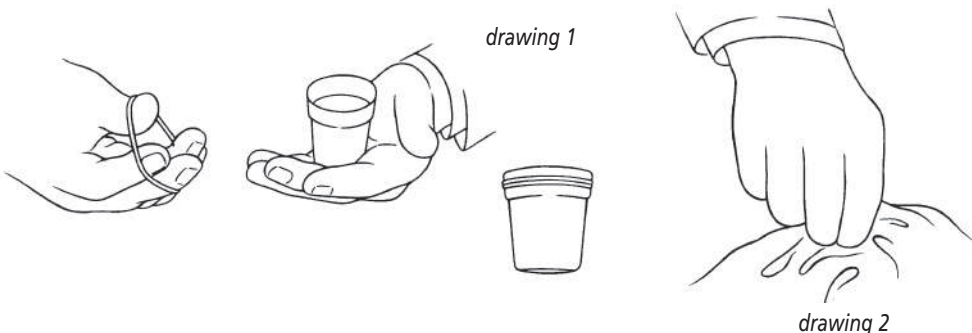
MATERIAL: A glass / cup from your Magic Set, a handkerchief and a rubber band.

HOW TO DO IT: Before you start, place the rubber band round the rim of the glass / cup. Choose a rubber band that is not too "bright" a color nor too white, so that it is less noticeable. One that has already been used may well provide better "camouflage".

(1). Hold the glass / cup in your left-hand, with the rim face up (see drawing 1).

(2). Cover it with the handkerchief.

- (3). Bunch the fingers of your right-hand together and push the handkerchief inside the cup (see drawing 2).
- (4). With your left-hand - covered by the handkerchief, - *push the rubber band up* so that it comes off the glass / cup and ends up around the fingers of your right-hand, together with the handkerchief.
- (5). If you take your left-hand away from the cup, the rubber band round the fingers of your right-hand will make it look as though the cup is still there. To get the glass / cup out without anyone noticing, raise your right hand with the handkerchief and the rubber band and *keep watching this hand until it is level with your eyes*. While you are doing this, slide your left-hand down the left side of your body straight into your left pocket saying: "I'll just put some magic powder on it". Leave the cup in your pocket and pretend to take out some powder or take out the "magic powder shaker" (a salt shaker will do) you will have previously put in your pocket.
- (6). Once you have sprinkled on the magic powder, put down the shaker - if you have used one - and put your left-hand under the handkerchief.
- (7). Push the handkerchief, with your left forefinger, into the hollow of your right-hand so that the rubber band slips off the fingers of your right-hand and ends up round the handkerchief and your left forefinger.
- (8). Immediately bring out your left-hand saying: "Presto, the cup has disappeared". At the same time, bring out your left-hand - which is clearly empty - take hold of two corners of the handkerchief and shake it. Don't worry about the rubber band; it will remain hidden and attached to the folds of the handkerchief.



Foam Dice Effect

2016

EFFECT: You put two dice in your pocket and one in your hand. All three end up in your pocket!

MATERIAL: The three "foam" dice from your Magic Set.

HOW TO DO IT: Place the three foam dice on the table in full view of the audience. Then pick up the first die and put it in your pocket. As you pick up the second die say: "Now I'll put one in my hand". Pretend to put it in your-left hand, but don't let go of it. **Note** that you must not make any strange movements with the fingers of your right hand. Just rest them on the palm of your left hand which will close naturally while the fingers of your right-hand move away in the same position as they were (the die remaining out of sight between the thumb, forefinger and middle finger).

Next, pick up the third die from the table in the fingers of your right-hand, with the hidden die between them, and put them in your pocket (leaving the hidden die in there as you do so). As you do this, say out loud: "and this one will also end up in my pocket". Then tell the audience: "I've put one in my hand and two in my pocket...". Now look at the audience and ask: "So how many dice have I got in my hand?"

They should answer "One". Finally, open your hand, show them that it is empty and then say: "All three dice are together - in my pocket - out of sympathy for each other". Take them out of your pocket and show them to the audience.

Foam Dice Effect (A Variation)

2017

EFFECT: A die disappears from your hands and turns up in the hands of a spectator.

MATERIAL: Two "foam dice" from your Magic Set.

HOW TO DO IT: Announce that you are going to take two dice – "I'm going to take two dice" – and display them on the table.

Turn to a member of the audience and say "Hold out your hand and I'll give you one of the two dice. When I give it to you, close your hand tightly to make sure you don't drop it". Then ask them "which one would you like?". Once the person has chosen one of the dice, pick up the other one in your right hand and say "this one is for me". Then pretend to put it in your hand, but don't let go of it. **Note** that you must not make any strange movements with the fingers of your right hand. Just rest them on the palm of your left hand which will close naturally while the fingers of your right-hand move away in the same position as they were (the die remaining out of sight between the thumb, forefinger and middle finger). Next, pick up the die from the table in the fingers of your right hand, with the hidden die between them, and put it in the palm of the hand of the person selected.

Now say "and this one's for you. Close your hand tight". While the person is closing their hand, LEAVE BOTH DIES in it. They won't notice, as when the dice are squeezed together, you cannot tell whether there are one or two dice. Make two or three "passes" with your right-hand over your, closed left-hand, saying "GO". Open your left-hand and show that it is empty.

Finally, tell them to open their hand. They will be amazed to see that they are holding **both** dice.

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.

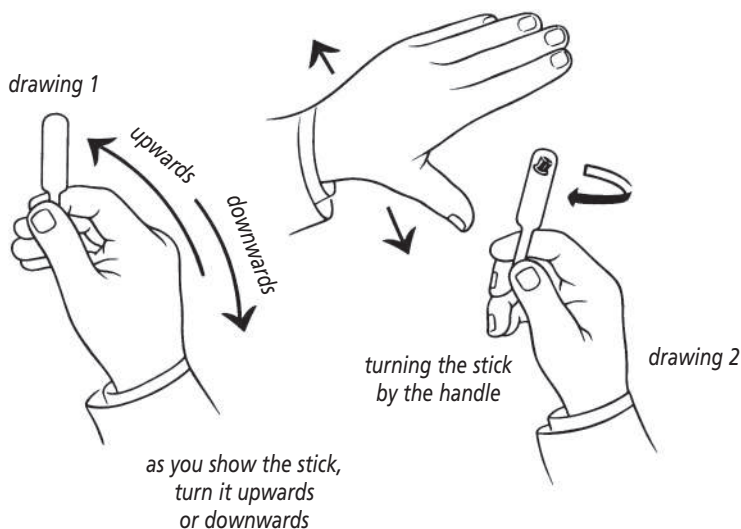
And now, holding the stick in your right hand, you pass your left hand over it with an air of mystery and, "Lo and Behold", a PICTURE appears on the stick.

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!



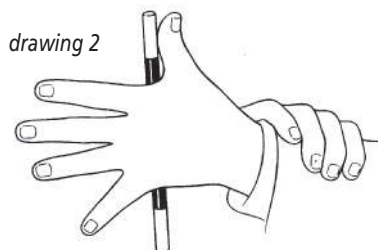
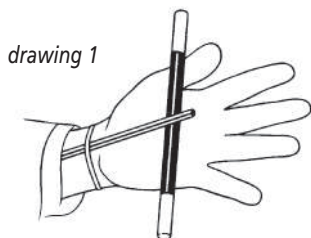
The "Floating" Magic Wand

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)

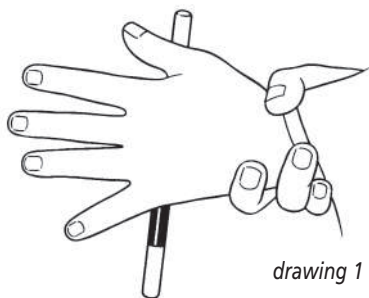
2023

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

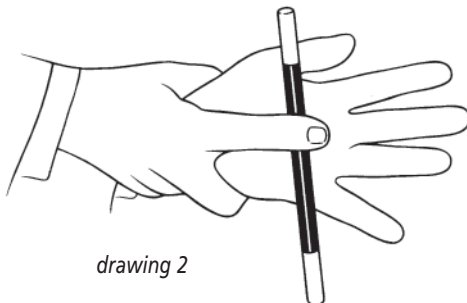
MATERIAL: The magic wand from your Magic Set and your hands.

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".



drawing 1



drawing 2

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 Magic Wand that Changes Color

2027

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

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.

Ring Around the Wand

2030

EFFECT: A ring "magically" penetrates the wand and ends up threaded on it.

MATERIAL: The magic wand from your Magic Set and two identical rings (a couple of curtain rings will do).

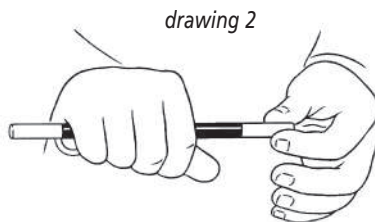
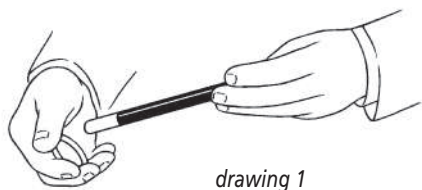
HOW TO DO IT: Before you begin, hide one of the rings in your left hand, with your fist closed around it (see drawing 1). You must position it in such a way that, when you run the wand through your hand (see

drawing 2), the ring ends up around the wand!

(1). Show the wand in your right-hand and hold your left-hand with the ring in it (as described above) down by your side. Next, change the wand over to your other hand (as shown in drawing 1), pushing it into your palm so that it goes through the "hidden" ring.

(2). Take the other ring in your right-hand and turn your left-hand round together with the wand. With your right hand, place the other, free ring in the fingers of your left-hand.

(3). Take hold of one edge of the wand in your right-hand. Then lower your left-hand, let go of the wand and this hand (the left-one) will take the free ring with it. When you show the wand with the ring around it, the other ring remains hidden by the fingers of your right-hand. **Practice this in front-of a mirror.**



The "Extraterrestrial" Wand

2031

EFFECT: This trick should be performed in the light of two candles. Lay the wand on the table between the two candles, make a few magic passes over the wand with your hands and it starts to tap on the table without anyone touching it!

MATERIAL: The magic wand from your Magic Set and two candles, each on its own candlestick. A length of black cotton thread or very thin nylon thread (a piece of thread from a nylon stocking is a good idea as it is practically invisible).

HOW TO DO IT: Before you begin, arrange the thread so that it goes around the base of one of the candles and through the other one (make a hole through the other candle with a needle, much thicker than the thread). You will need to get an "assistant" to move the thread.

(1). Put the two candles on the table. The "secret" thread will run from one to the other and through the second candle to your "assistant", who should be sitting as a member of the audience to one side of the table. If you perform the trick with "invisible" nylon thread, you can do it with the lights on. If you use black cotton or similar thread, it is **best** to turn off the lights and do it only by candlelight. It will be more mysterious and you will be surer that the audience won't see the thread.

(2). Make a few magic "passes" with your hand over the wand. Your "assistant" then keeps pulling the thread and letting it go slack again, so that the wand taps mysteriously on the table.

The "Extraterrestrial" Wand (A Variation)

2032

Instead of the wand, you can use a plastic or china hand from a doll. It will be just as mysterious, if not more so.

The "Extraterrestrial" Wand (Another Variation)

2033

If you use a small doll's hand, you can produce an even **more mysterious** "effect" by putting it in a box made of hard transparent plastic or glass and placing the box between the candles. There may be a box like this at home as they are often used for presents. Even inside the box, the thread will still be effective (as long as you avoid it getting caught in the lid). **Try it out until you are sure that it will work.** With this trick it is important you **practice** with your "assistant" so that the wand's movements are synchronized with your "commands" to the wand.

The "Vanishing" Wand

2034

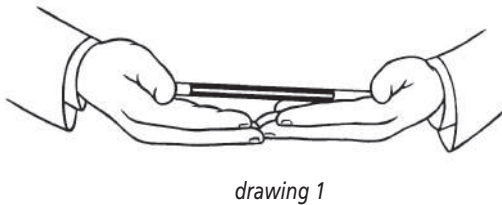
EFFECT: A wand "vanishes" from your hands.

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

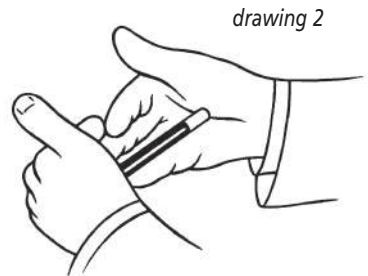
HOW TO DO IT: This trick is done sitting at a table.

(1). Hold the wand (as shown in drawing 1), resting it in the palms of your hands near the base of your thumbs. Rest your hands on the table, an inch or so from the edge. Open and close your hands, showing and hiding the wand two or three times.

(2). To make the wand "disappear", just bring your hands near your body (see drawing 2) or - better still - lean slightly back (with your body, arms and hands as though you were making yourself more comfortable, against the back of the chair). Relax the pressure on the wand and let it fall into your lap. When you open your hands again, the wand will have vanished!



drawing 1



drawing 2

The "Vanishing" Wand (A Variation)

2035

You can pretend to swallow the wand. Once you have dropped the wand into your lap, lift up both your hands in the same position as when they were holding the wand and pretend to put it in your mouth. The audience will think you have eaten it!

A Pencil or a Wand?

2036

EFFECT: A magic wand turns into a pencil.

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

HOW TO DO IT: To perform this trick you need to wear a jacket with **wide sleeves**. Before you begin, put

a pencil up your left sleeve so it cannot be seen, but with an inch or so sticking out. Pick up the wand in your left hand and hold it upright. Then raise your arm, as though to show the audience the wand, so that the bottom of the wand is over the opening of your left sleeve. Take a handkerchief with your right hand and cover the wand with it. As you do this, extend your left forefinger and drop the wand into your sleeve. Your forefinger will be sticking out under the handkerchief, but everyone will think it is the wand. Now put your right hand under the handkerchief. Take hold of the pencil (hidden up your sleeve) and draw it out as you withdraw the handkerchief and lower your finger. As far as the audience is concerned, what has actually happened is that the wand has turned into a pencil!

Wand in a Bottle

2037

EFFECT: You put a magic wand in a bottle and it "magically" goes up and down at your command (see drawing 1).

MATERIAL: The magic wand in your set, a length of **transparent** nylon thread and a soft drink bottle.

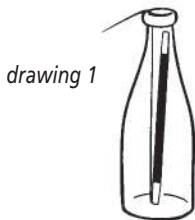
HOW TO DO IT: Tie one-end of the nylon thread around one-end of the wand and the other end around a button on your shirt (or jacket) (see drawing 2).

Show the audience a soft drink **bottle** with your left-hand and then put the wand in it. The end with the thread tied to it (or attached to it with adhesive tape), should be at the **bottom-end of the bottle**.

Make sure the wand is facing the audience to make the thread even harder to see. If you **now** hold the bottle away from your body (move the bottle away from you), the wand will **rise**. If you bring the bottle nearer (move the bottle nearer to you), the wand will **fall**.

It is a good idea to **practice this in front of the mirror** first, so you can gauge the speed at which to carry out these movements.

It is best to perform this trick at some distance from the audience.



drawing 1



drawing 2

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).

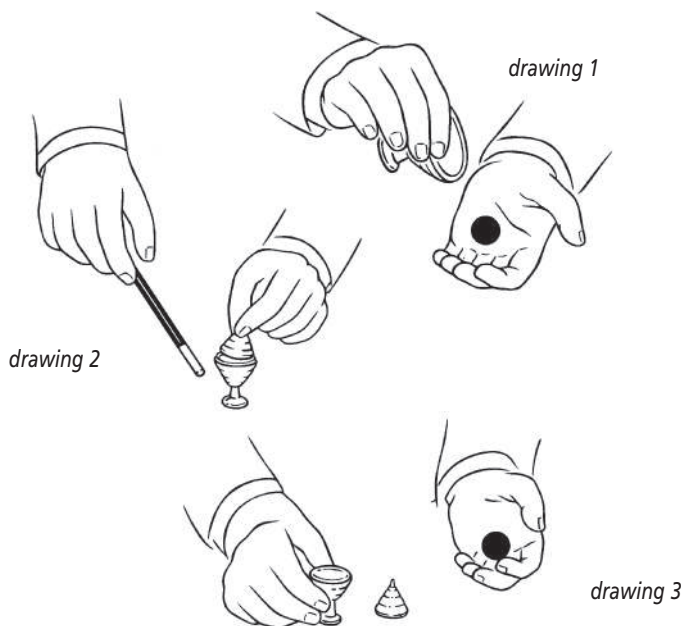
Put the (now empty) cup down on the table and put the lid on again. In making this movement, you will leave everything ready for the (trick) ball to appear. Introduce this phase of the trick by waving the magic wand once or twice over the cup. When you take off the lid this time, hold it at the top (see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

2040

This is one of the neatest "conjuring tricks". It is worth taking the trouble to **practice it**, over and over again, until you have completely mastered it. It is not easy, but the "magical effect" will more than make up for all the time you put into it!

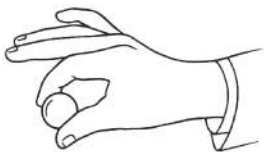
EFFECT: You hold a ball in your right-hand and another ball keeps appearing and disappearing between your fingers.

MATERIAL: A ball and a half ball "shell" (the "half ball") from your Magic Set.

HOW TO DO IT: The first thing to do is practice the basic movement for "turning" **one** ball into **two**.

Put the ball into the half ball "shell". Hold the ball and shell between the forefinger and thumb of your outstretched right hand so that the audience sees the **shell head on**. As far as they are concerned, you simply have a single ball in your hand (see drawing 1). Then bring your middle finger down (see drawing 2) and take the whole ball between it (your middle finger) and your forefinger. Take it out – the ball - in an upward direction (see drawing 3) so that it is clearly between your forefinger and middle finger. **It will look as though you have two balls, especially if you show them to the audience head on** (see drawing 4).

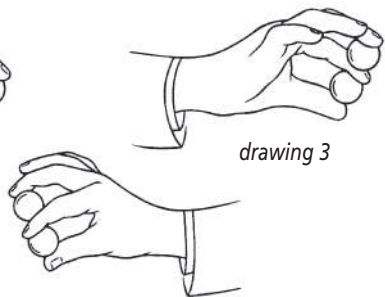
If you perform these movements in **reverse order**, you will be seen to be left-holding a **single ball**.



drawing 1



drawing 2



drawing 3

drawing 4

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.

The "Restless" Paperclip

2042

EFFECT: You show your audience a set of (**five**), average-size cards that are joined together and then ask a volunteer to put a paperclip on the middle one (for example). Then you gently "brush" the cards with your fingers, turn them over and show the **back** of the cards. The audience will confirm that the paperclip has **moved** and is no longer on the middle card (of the group of five), but is somewhere else!

MATERIAL: The five joined cards from your Magic Set and a paperclip.

HOW TO DO IT: As described in the **EFFECT** (above). If you take a close look at how the cards are arranged, you will easily see how the trick works.

NOTE: Do not let the **audience** hold the cards. Always keep hold of them-yourself. It is an **easy trick**, but one that is **highly effective**.

I Can Guess which Drawing

2043

EFFECT: You give a member of the audience a card with fifteen drawings on it. Ask them to "think" of one of them (a drawing). Then give them four cards, each with eight drawings on-it and ask them to tell you on which of the cards the drawing they thought of is on. You **immediately** say which drawing the person has chosen!

MATERIAL: Five cards - from your Magic Set - with drawings on them.

HOW TO DO IT: You only have to **add up** the numbers of the first drawing (top left-hand corner) on the cards on which the spectator sees the chosen drawing.

For example, if the drawing is on the cards whose first drawings are no. 1 and no. 4, the drawing the spectator thought of is no. 5 ($1 + 4 = 5$).

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.

THE MAGIC WORKSHOP - 72 "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 colour 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.

ribbon as prepared



presentation of the ribbon and the effect

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.**

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.

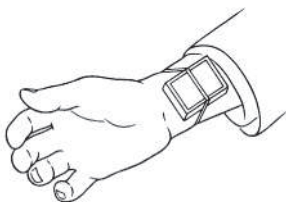
MATERIAL: An elastic band, a half-full box of matches and two identical empty matchboxes.

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!



Miracle Math's

2093

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.

Guessing Someone's Age

2098

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

2099

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.

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

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).

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 Bag and The Cards

2104

EFFECT: You show the audience a large, opaque paper bag. Ask one of them – a volunteer - to shuffle a pack of cards, which they then cut, giving you half and keeping the other half. Both of you put your halves into the bag. You guess **who** (you or the volunteer) originally put in each of the cards that **you** take out of the bag, i.e. whether they belong to **your** half or to the **volunteers'** half. **You** get it right, every time.

MATERIAL: A strong, opaque paper bag, 20 cards from a pack of playing cards, a pencil and paper.

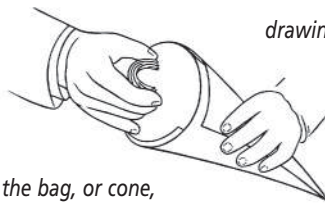
HOW TO DO IT: As you put **your half** of the pack into the bag, **bend it in half** without anybody noticing. Then pick up the bag and shake it, keeping the top tightly closed. Next, ask the volunteer to put in several cards from his or her half of the pack and to make a mental note of which ones they are. Shake

drawing 1



*you show the bag, or cone,
with your left hand*

drawing 2



*holding the bag, or cone,
at an angle, you bend the
cards so they spring inside*

the bag again and start to take out the cards. Put your hand in the bag and pick only those that are not bent, which are the spectator's.

Once the spectator has confirmed that these are his or her cards, gather together all the cards left in the bag and straighten them before you take them out and show them to the audience.

IMPORTANT: Instead of using a whole pack, do the trick with just 20 cards, i.e. ten each. It will be a lot easier.

Magic Water

2105

EFFECT: You show the audience two, paper bags and put them on the table. In one of them, you put a cup of water. Then you swap it (the cup of water) over to the **other bag** and immediately squash or **crumple this bag up**. There is nothing inside it! Take the first bag and there, by "magic", is the cup of water.

MATERIAL: Two, strong paper bags big enough to put a cup or glass of water in. One **bottomless, thin** paper or plastic cup (you will have to cut out the bottom yourself) and a **normal one**, with water in it.

HOW TO DO IT: Put the two paper bags on the table and place the cup of water in one of them. Announce that you are going to change it over to the other bag. What you really do is take out the **bottomless cup** from inside the one with water in it and put the bottomless cup in the second bag. The audience will of course not realize what you have done!
Squash or crumple the bag up and the cup at the same time. There's nothing in it! Finally, show everybody that the cup of water is in the first bag.

IMPORTANT: When you do these tricks, it is best not to fill the glasses or cups more than half way. It is safer and the effect is the same.

The Three Color Puzzle

2106

EFFECT: You show the audience three white cards with a circle, of a different color, in the middle of each one. Ask someone to pick a color and to say it out loud. You then demonstrate that you knew which color it was all along.

MATERIAL: Three pieces of card the size of playing cards. One card, double the size of the others and folded down the middle as though it were the covers of a book. Another piece-of-card, the size of a visiting or business card. An envelope, three circles of different colors, glue and scissors.

HOW TO DO IT: Suppose that the circles are green, red and blue. First show the audience the envelope. Next, take the folded card out of the envelope and then the three cards with the colored circles out of that (the folded card). Show the three cards to the audience and ask them to call out one of the colors. To make sure you guess it correctly, **set up the trick** as follows:
Before you do the trick, write on the back of one of the cards (let's say the one with the red circle): "You are going to choose red". Inside of the folded card, write: "You are going to choose green". On the smallest card - which the audience is not aware of, as you keep it inside the envelope, you write: "Color chosen - blue".

When someone calls out one of the colors, all you have to do is show them the card on which you have written **the correct prediction**, i.e. the card with the red circle on it, the other folded card or the small

card. At the beginning of the trick, take the folded card out very carefully and leave the envelope on the table. When you display the three cards with the different colored circles on them, make sure that nobody can see that there is something written on the back of one of them.

The "Levitating" Card

2107

EFFECT: A volunteer, member of the audience, chooses a card and it rises up or levitates, by itself, out of the box (of the pack).

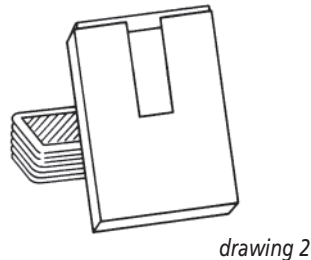
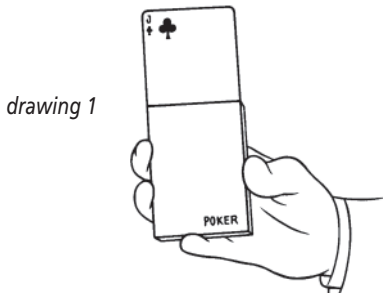
MATERIAL: A pack of playing cards together with the box that it comes in.

HOW TO DO IT: To prepare the trick, cut out a strip from the back of the cardboard box so that you can easily push the last card up with your forefinger.

Once you have set the trick up in this way, take the cards out of their box in a perfectly natural manner and ask the audience to pick one. Put the card chosen on the top of the deck and shuffle it several times, being **careful not to move the top card**, which is the one that has been chosen. Always keep the cards with their backside facing the audience (the side without the numbers on).

Now put the pack back in its box. The chosen card will be the one at the back of the deck. Hold the box in your right hand and keep it open. Once the cards are inside the box, they should be facing the audience. Gradually make the card rise up, (as shown in drawing 1). Once it has come right up, give it to one of the audience. Quickly leave the rest of the pack and the box on the table, making sure that the "slit" on the back of the box is facing down, on the table (see drawing 2).

The card you hand to the member of the audience is the one they have chosen and that has "automatically" risen up or levitated out of the box!



The Never-ending Thread (A Gag)

2108

EFFECT: When you come out to do your act, have a "loose thread" coming out of your jacket, near your shoulder and with a couple of inches (4 cm) showing. You will always be able to find someone kind enough to "pull it out" for you! However, when they try to do so, it will keep on getting longer. The more they pull, the longer it gets! They will eventually give up as they are wasting their time.

MATERIAL: A reel of thread (preferably nylon thread).

HOW TO DO IT: Put a reel of thread (preferably nylon and the same color as your jacket) in your pocket, thread the end into a needle and poke it through from inside your jacket, at shoulder height, so that it is easily visible.

The Wandering Pencil

2109

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

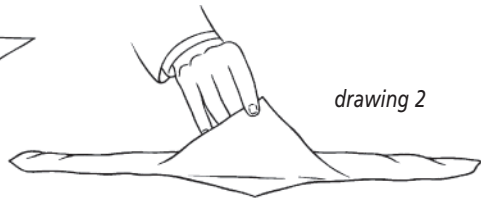
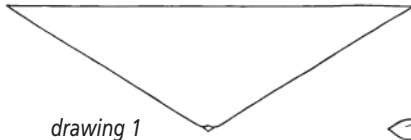
MATERIAL: A handkerchief and a pencil.

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.

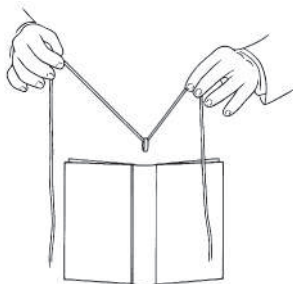
The Wool Yarn and Ring

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 yard and a half (a meter 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.



How to Make Several Streamers

2112

Glue three or four sheets of tissue paper or silk paper, of different colors together to make one long strip. Roll it up tightly and cut it into small strips about 1 inch wide (2 cm).

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.

Frankenstein's Finger

2115

EFFECT: You show the audience a small cardboard box. When you take off the lid, there is a finger inside wrapped in cotton wool! You can say that it is a "mummified finger", but when they come up to have a closer look, the finger moves!

MATERIAL: A cardboard box, some cotton wool and a pair of scissors.

HOW TO DO IT: The finger is actually the forefinger of **your left hand**. Prepare the trick by cutting a hole in the bottom of the box through which you can poke your finger.

Hold the box in the palm of your left hand when you show it to the audience. If you pour some talcum powder over your finger, the effect is amazing and permits the "mummified finger" look!

Three Queens and a King

2116

EFFECT: Three queens, spread throughout a pack of playing cards, all eventually join the king.

MATERIAL: A pack of playing cards.

HOW TO DO IT: You first need to **set up** the trick by **taking out or separating all four queens and one of the kings**. Place one of the queens at the top of the deck.

Shuffle the cards without "losing" the queen you placed on top. Show the audience the other three queens and the king and say: "The king wants to "meet" all three queens together but they want to have a bit of fun at his expense first. At the king's command, the three queens come to the top of the pack" (you then put them on top of the pack).

"The king has gone off on palace business" (you put the king that you separated at the bottom of the deck).

"The queens run away. One goes to the middle of the deck, another to the bottom and the third one stays on top" (as you say these words you perform the actions).

Next, cut the deck two or three times. The queen you put somewhere in the middle gets lost, the second

one remains under the king and the third one is next to the **fourth one** that you put on top before beginning the trick. When you cut the deck, bring the three queens and the king together. Fan the cards out and the three queens and the king will all appear together!

Accurate Blowing (A Gag)

2117

EFFECT: You show the audience three balls of tissue paper and ask if anyone is capable of blowing one of them out of the way, without either of the others budging (moving) an inch. Nobody else can do it but you can!

MATERIAL: Three tiny balls of tissue paper of any color.

HOW TO DO IT: After different members of the audience have made several attempts and nobody has managed to do it (as you will have put all the balls very close together to each other), it is now your turn. Pick up **any two balls** and blow the third one away (you can even ask the audience **which one** they want you to blow away, before you do it).

You're Always Right

2118

EFFECT: You ask a member of the audience to choose some coins and you take some others. When the volunteer has counted their coins, without you seeing it, they give you back the ones they took. If they took an **even number** of coins, when you add yours, the grand total will be an odd number. If, on the other hand, the volunteer takes an odd number, the grand total will be an even number when you add yours.

HOW TO DO IT: It's simple, you must always choose an odd number of coins. Try it!

The Magic Handkerchief

2119

EFFECT: You present a deck of playing cards and cut it several times. Next, ask a volunteer to remove a card and show it to the rest of the audience and you ask them to remember it. Without looking at it, you immediately put **this** card on **top** of the deck and shuffle. Then ask someone for a handkerchief, which is going to be the "magic" item. Cover the deck with it - but not completely - so that the figures on the cards are still visible.

Finally, pick up the deck of cards in your right hand and, with the aid of the forefinger of your left hand resting horizontally on the deck, the chosen card slowly rises up out of the deck. All thanks to the "magic powers" of the spectator's handkerchief...

MATERIAL: A deck of playing cards.

HOW TO DO IT: When you shuffle the cards, **make sure that you do not lose track of the first one**, which is the one picked out by the volunteer from the audience. Hold the deck, upright in your left hand, and ask someone to lend you a handkerchief and explain that you are going to use it as a "magic" object. Cover the bottom half of the deck so you have greater freedom to perform the trick.

Hold the cards in your other hand, i.e. your right hand, with the front of the cards always facing the audience (the front without the figures / numbers). Cover up the bottom half of the cards with the handkerchief and your left hand is now free.

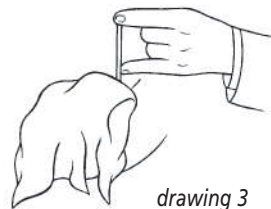
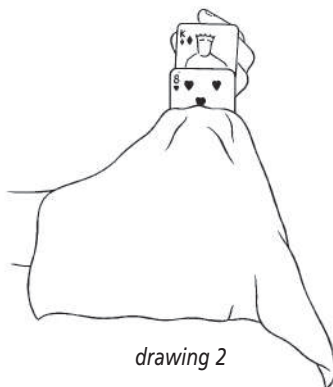
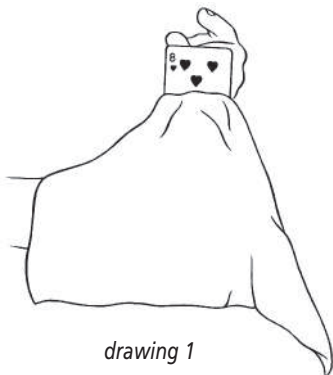
Inform the audience that, thanks to the handkerchief and simply with the aid of the forefinger of your left

hand, you are going to make the chosen card appear.

In fact the card rises up due to the **pressure exerted on it by your little finger**, since it is the card last at the back of the deck.

When the chosen card has risen half way up out of the pack, take hold of it between your forefinger and middle finger and show it to the audience.

They will think the card has appeared out of the middle of the pack.



The Magic Spoon

2120

EFFECT: In full view of the audience, you drink a glass of soda pop by sucking it up... through a spoon!

MATERIAL: A drinking straw, a glass of liquid (soda pop) and a spoon.

HOW TO DO IT: Put the straw behind the spoon and suck the liquid up through it. Trim the straw beforehand so that it is **exactly the same size as the spoon** and so that the audience can't see the straw.

Electronic Guesswork

2121

EFFECT: You cut a deck of cards into two equal piles. "Fan open" one of the piles and ask someone from the audience to choose a card. Then "fan open" the **other pile** and ask someone else to pick another card. Each of the volunteers looks at their card without letting anyone else see it. Next, have them put their cards back in their respective piles. Open up one of the piles - keeping it facing towards you - and quickly take out a card, which you put face down on the table. Repeat the operation with the other pile. Ask the two volunteers which cards they had picked out and, as they tell you, turn up each of the cards that you have previously removed. These are the ones the volunteers chose!

MATERIAL: A deck of playing cards.

HOW TO DO IT: Before performing the trick, arrange the pack as follows: put all the **red cards** in one pile and all the **black cards** in the other. Slightly "turn up / bend" the **bottom left-hand corner of the top card** of the pile that you are going to put on the bottom when you put the two piles together again to "mark" it. **This will enable you to locate the boundary between the black cards and the red cards.** Cut the deck into two piles - again - using the "mark" you made. Take one of the piles, fan the cards out

a little and ask someone to pick a card. Repeat the operation with another member of the audience. This is the moment when you can swap / change the piles around, so that the person with the red card puts it in the black pile and the person with the black card puts it back in the red pile. Now take either of the piles. When you fan it out, you will easily find the card of a different color and put it on the table. Repeat the operation with the other pile and leave the card of a different color on the table. Ask the volunteers which card they initially picked out. When they tell you, turn the cards up. You can also put the two piles together again once the spectators have chosen their cards and take the cards out of the whole pack. Once you have done this, shuffle the pack so that you can show the audience that all the cards are mixed up.

An Unexpected "Right Answer"

2122

EFFECT: A member of the audience chooses a card and puts it back on top of the pack of cards, the deck. You shuffle the cards and ask the person to cut the pack into three piles and then choose one of them. When they have pointed to one of the piles, ask them to say out loud, to "name", the card they have chosen. The first card in the pile they select is the one they picked out at the beginning.

MATERIAL: An ordinary pack, a deck, of playing cards.

HOW TO DO IT: Ask someone to pick a card, memorize it and then put it back on top of the pile. Perform a false shuffle (see or refer to "False Shuffle" in the Magic Workshop). The second phase consists in cutting the pack or deck into three piles. Of course, you keep track of **which pile** the chosen card is in. Ask the person to choose one of the piles. If they choose the pile with their card in it, ask them to name the card and then you turn it face up. If they choose a different pile say: "Good, we'll get rid of this one". In other words, you have to make sure that the pile with their card in it - which you already know - stays on the table.

Predicting a Result

2123

EFFECT: You hand a notepad to three different members of the audience in turn and ask them each to write down a three-figure number, one below the other. Then ask a fourth member of the audience to add up these numbers and "call out" the result. Once they have done this, roll up your **left sleeve**, rub your forearm with ash and "the answer" to the sum of the three numbers appears written there!

MATERIAL: A notepad, a pencil, some ash and a small amount of transparent liqueur (for example, aniseed liqueur).

HOW TO DO IT: Before beginning the trick, prepare the fifth or sixth sheet of the notepad (it doesn't matter which one), with the sum of three, three-digit numbers, whose result you will already know. Write this "result" or sum on your left forearm, using a paintbrush dipped in a little transparent liqueur. Allow it to dry and it will be invisible! Cover it up with your sleeve.

Begin the trick shortly afterwards.

Ask the first member of the audience (a volunteer) to write down a three-digit number on the first sheet of the notepad. Then ask a second volunteer to write another three-digit number below the first one and a third volunteer to write another one below that.

Then move on to the fourth volunteer and, on your way, turn it over **without anybody noticing** so that the sum **that you have prepared** is visible. Ask the fourth volunteer to "call out" the result (the one that **you have prepared**). Then roll up your sleeve and rub a little ash on your arm over the number you

painted on with the liqueur. The ash will stick to it and "reveal" the number. It will be the same as the result called out by the fourth spectator!

IMPORTANT: Do not forget to **take back the notepad** as soon as the result of the sum, supposedly written by the three members of the audience, has been called out.

The Magic Coin

2124

EFFECT: You tell the audience that one of the two coins on the table will **go through** the table. Say out loud: "One, two, three" and, giving your **hand** a little tap, show them that it is empty and that the coin has gone through the table: both the coins are together in your left hand (which was under the table).

MATERIAL: Two coins.

HOW TO DO IT: You have to perform this trick sitting behind a little table, opposite the audience. Put the coins on the table near the edge and at about 8 inches apart from each other (20 cm.). Put your hands on the coins as though you were going to pick them up. What you in fact do is pick up only the one on your right, knocking the one on the left off the table and into your lap while keeping your knees close together to make sure that it does not fall onto the floor. Keep your left hand closed (as though you were holding the coin in it) roughly in the middle of the table. Show the audience your right hand with the coin in it. Now hide your hand with the coin in it under the table. As you move this hand over your knees, pick up the coin in your fingertips, while keeping the other coin in the hollow of your hand. Tell the audience that the coin in your left hand (which is actually empty) is going to go through the table. Count to three and quickly open your left hand as it strikes the table. At the same time, separate the fingers holding the coin in your right hand and let it go. As the two coins come together they will produce a clinking noise, which will make people think that the coin has really gone through the table. Show the audience the two coins together in your right hand. The effect is amazing!
You should practice the movements thoroughly until they are perfect.

The Coin and the Glass

2125

EFFECT: You present a glass of water, a coin and a handkerchief. Place the coin on top of the handkerchief and pick-up both of them together, putting the handkerchief over the glass and making the coin fall into the glass.

Then remove the handkerchief, show everybody that the coin is inside the glass, cover it up again and, after a few "magic passes", take the handkerchief off. The coin is **no longer in the glass** but, when you dry your lips with the handkerchief, the coin turns up inside it!

MATERIAL: A transparent glass, half filled with water, a handkerchief and a coin, which you ask someone to lend you.

HOW TO DO IT: Hold the glass in the palm of your left hand. Pick up the handkerchief, with the coin in the middle of it, in your right hand.

The movements are as follows:

A) Pick up the handkerchief with your right hand, which is free. Take hold of the corner nearest you

between your thumb and forefinger and pull it over the coin as far as the opposite corner. This will enable you to take hold of the coin underneath the handkerchief.

B) Show the audience the coin that you are holding in your fingers through the handkerchief.

C) When you cover the glass with the handkerchief, pretend to drop the coin in it but that is not what you really do.

Let the coin slide down the outside of the glass that is covered by the handkerchief until it reaches your hand. Take the glass covered with the handkerchief and cover the coin that is in the (middle of) the palm of your hand with it.

When you take the handkerchief away, the audience will think the coin is inside the glass.

Before you take the handkerchief away completely, to show the glass, remove part of it so that the coin is free in the palm of your hand and you can take it away with the handkerchief. Then put the handkerchief down on the table and cover the coin with the ends of it but first stand the glass on the table. The audience will see that the coin has vanished.

Drink the water, open out the handkerchief to dry your lips and the coin will be inside.

The Runaway Pen

2126

EFFECT: You cover a pen that you are holding in your hand with a handkerchief and the pen disappears.

MATERIAL: A ballpoint pen and a handkerchief.

HOW TO DO IT: Pick up a pen with a handkerchief over it. The audience should see the "form" of the pen under the handkerchief (with the pen in an upright position). When you cover the pen, **what you really do** is lift up your forefinger and hold up the handkerchief with it while you let the pen slide down inside your sleeve. Now "remove" the handkerchief and the pen is not there (wear a jacket to be able to do this trick properly and neatly).

The Mysterious Disappearance

2127

EFFECT: You pick up a cup, from inside a box, with a handkerchief. The cup disappears from inside the handkerchief and returns to the box.

MATERIAL: A normal handkerchief, a cup from your Magic Set and a circle of cardboard that is the same size as the "mouth" of the cup.

HOW TO DO IT: Without anyone noticing it, place the circle of cardboard - the same size as the "mouth" of the cup - under the handkerchief.

Hold the handkerchief up from the cardboard disk with the thumb and forefinger of your right hand, as though the cup you picked up from the box were under it. The cardboard circle or disk - the same size as the "mouth" of the cup - is what you are really picking up and will make it seem as though it is the cup. Next, shake the handkerchief and put it in your pocket. When you shake the handkerchief, **make sure you do not drop** the circle or disk of cardboard so that nobody sees it. The cup has vanished into thin air! Now show the audience the box. Before you do so, make a few magic passes over it and the cup reappears inside it!

EFFECT: You give the audience a double-sided tape measure and several paperclips. Ask them to hold up the tape measure and put however many paperclips they wish onto whichever numbers they care to choose. Then ask them to add up the numbers shown or "marked" (with the paperclips) on both sides. The "result" of their sum will be the exact number that **you** wrote down, on a piece of paper, before they completed this task and which you handed to the audience to make sure it could not be interfered with.

MATERIAL: A 1 1/2 yards tape measure (1.5 meters, of the kind found in sewing boxes), 10 paperclips, a notepad, a ballpoint pen and a tray or plate.

HOW TO DO IT: The **secret** is mathematical. It consists in knowing right away how many clips have been used and multiplying that number by 151.

Subtracting the number of paperclips left on the tray or plate **away** from 10 will give you the number you then have to multiply by 151! You should carry out this operation while the volunteers from the audience are writing down and adding up the numbers shown by the paperclips, as you previously already know how many paperclips they have used. Hand the paper with the result of your calculation to a member of the audience and ask him or her to keep it until the volunteers have finished doing theirs.

The Torn and Mended Paper

EFFECT: You show the audience a small strip of paper. Next, tear it into pieces, crumple them up into a ball and announce that, with your magic powers, you are going to put it all together again. Just as you are saying this, the ball of paper falls onto the floor. Pick it up and explain that, even though you have dropped it, you are still going to put it all back together. Finally, pick up your magic wand, wave it over the crumpled paper, undo it and, by magic, it is all in one piece.

MATERIAL: Two small strips of thin paper, of the same color and size. A box into which you put the objects you use and that serves for loading and unloading the specially prepared objects, as well as the wand from your Magic Set.

HOW TO DO IT: Before you start the trick, crumple one of the strips of paper up into a ball and keep it between your thumb and the rest of your hand (completely hidden from the audience). Next, show the audience the **other** strip of paper, tear it up, roll the pieces up into a ball and, while you are doing so, exchange the ball of the whole strip (that you have hidden in your right hand) for the ball of torn strips. **Hide** the **ball of torn strips** in your right hand. When you drop the ball (of the "whole" strip of paper), tell the audience you are going to try to complete the trick despite this little accident. Put the ball down on the table. (To understand **exactly** what you have to do, the ball you drop onto the floor is the ball of the whole strip of paper. That way everyone can see it).

When you go to pick up your wand, leave the ball made from the torn strips of paper in the box. Wave the magic wand a couple of times over the ball of paper and open it up. It will be all in one piece!

Hypnotic Premonition

EFFECT: Announce to the audience that you are going to write down a "premonition" on a piece of paper. Then fold the piece of paper and give it to a member of the audience whom you ask not to open it until the end of the "experiment". Next, lay out four piles of playing cards on the table and ask another volunteer to choose one of them, warning them that they will do be under a hypnotic effect. As a result,

they will choose **precisely** the card that you have written on the piece of paper (the premonition) that is now in the safekeeping of another member of the audience.

MATERIAL: A pack or deck of playing cards, a ballpoint pen and a sheet of paper.

HOW TO DO IT: Prepare four piles of cards so that, when the value of the cards in them is **added up**, the result is **SEVEN**.

For example: $1 + 2 + 3 + 1 = 7$. Or $1 + 4 + 2 = 7$. You will have to remember the **number of cards** in each of the four piles.

For example: First group = 4 cards; Second group = 3 cards; etc.

You can easily remember 4-3-5-7, that is, the **number of cards** in each pile / group that you lay out one by one on the table. The number 7 referring to the last pile / group means that you count out **SEVEN** cards (without adding up their values). **IMPORTANT:** on the piece paper that you gave to a member of the audience (the premonition), you will have written: **THIS PILE ADDS UP TO SEVEN**. Then do what is described in the effect and your premonition will come true.

The Glass that "Penetrates" a Table

2131

EFFECT: You cover a glass, standing on the table, with a piece of paper. After a few "magic passes" of a coin that serves as a talisman over it, the glass goes through the table and drops into your hand!

MATERIAL: A glass (not too big), a big sheet of **thick wrapping paper** that will completely cover the glass and two coins.

HOW TO DO IT: First ask someone from the audience for a coin and put it on the table. Place the glass on top of the coin and completely cover the glass with the piece of paper (the paper should overlap the glass and cover it completely). Next, announce that the glass is going to go through the table! To demonstrate that the glass is still there, slide it from left to right. The side of the glass will knock against the coin and make a clinking noise.

Now tell the audience that you have made a mistake and that you should have put the coin on top of the glass, instead of underneath it. Better still, use two coins and that will heighten the "magic". While someone is giving you another coin, slide the glass covered by the paper to the edge of the table and let it fall off (the glass) and catch it between your knees! Immediately put the supposed glass (in fact, just the paper) back in its original position and put the two coins on top of it.

Now strike the paper with a clean blow. The paper is crushed and the glass has disappeared. Immediately bring out the glass from under the table in your left hand, as though you had just caught it as it went through the table.

Give the coins, from which you have now extracted all their magic, back to their owners.

The Magic Bottle

2132

EFFECT: You put a length of rope into a normal bottle and swing it (the bottle) back and forth - without it falling - while holding the other end of the rope. Whenever you like, take the rope out of the bottle and let the audience examine the rope and the bottle. They are both perfectly normal!

MATERIAL: A medium-sized bottle (preferably black, you can paint it), a piece of rope about 20 inches long (50 cm) and a small rubber ball that will or can pass through the neck of the bottle (if it is easier, use a cork instead of a rubber ball).

HOW TO DO IT: Hide a small rubber ball (or a cork) inside the bottle before doing the trick. The thickness of the rope and the ball **together** should be the same as the diameter of the neck of the bottle. When you put the rope in, slowly turn the bottle over until it is upside down. This will make the ball fall into the neck of the bottle and come to rest on and against the rope. Pull the rope gently and the ball will stop the rope from coming out, allowing you to swing the bottle back and forth.

After a few minutes, and before giving the bottle and rope to the audience to examine, carefully pull the rope out **firmly** so that the little ball (or cork) comes out with it. Take hold of the ball between your fingers and hide it in the palm of your hand. Take advantage of the fact that the audience is examining the bottle and the rope to slip the ball into your pocket.

The Magic Magazine

2133

EFFECT: You show the audience a magazine and turn over several pages so they can see that there is nothing hidden in there. Roll it up, wave your magic wand over it and then, with the thumb and forefinger of your right hand, pull out three colored handkerchiefs from inside!

MATERIAL: A magazine, some glue and three colored silk handkerchiefs.

HOW TO DO IT: Fold one of the middle pages of the magazine back over on itself twice and then glue the free end lengthways **and the bottom** to form a pocket.

Knot the three silk handkerchiefs together and put them in the compartment you have made.

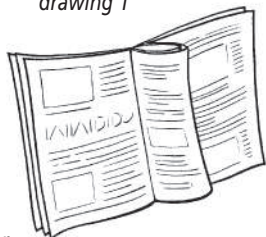
Hold the magazine upside down, flip through some pages showing the audience but stop before you come to the handkerchief "compartment" by marking it with your thumb.

Next, close the magazine and roll it up holding it parallel to the floor so that it is easier to get the handkerchiefs out. It is helpful to turn the magazine slightly towards you while you do this.

Once you have taken the handkerchiefs out, turn over a few pages so the spectators can see that there is nothing inside.

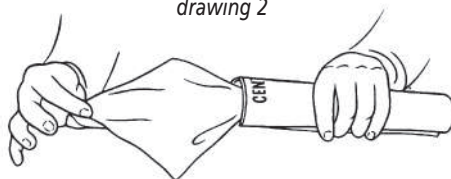
The effect is very good!

drawing 1



*tube formed
at the back or
in the middle*

drawing 2



*the magazine rolled up
ready for you to pull the
handkerchiefs*

Put the handkerchiefs back in the secret inner compartment and roll up the magazine again. Open the magazine, turn over the pages and show the audience that the handkerchiefs have disappeared.

What makes this trick possible is the fact that the silk handkerchiefs take up very little room. Be careful to tie them at the very corner so that the knots are as small as possible and do not make it obvious that the handkerchiefs are in their "secret pocket" when you flip the pages.

Choose Your Color

2135

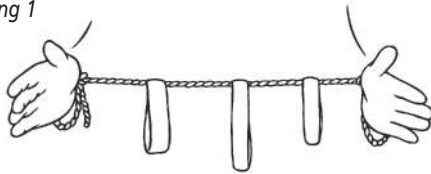
EFFECT: You let the audience inspect a length of string and three ribbons of different colors. A volunteer ties the ends of the ribbons together to make three rings, threads the string through them (the three rings) and ties the ends of the string to your wrists.

Cover your hands with a large handkerchief and ask someone to choose a color and blow the handkerchief off onto the floor. The ribbon chosen (in the color chosen) is in your hand and the string is still tied to your wrists!

MATERIAL: Three ribbons about 20 inches long (50 cm), each of a different color and a length of string about four feet long (125 cm).

HOW TO DO IT: The secret lies in the way you take the ring of ribbon off, you remove, the string while it is covered by the handkerchief. All you have to do is, slip it over your left wrist and leave it hanging there, like a bracelet. Then just slide it under the knot in the string with your right hand. All this has to be done very quickly. By the time you blow the handkerchief off, the appropriate ribbon should already be in your hands.

drawing 1



drawing 2



An Egg Transformed Into Confetti

2136

EFFECT: A whole egg is turned into confetti that falls onto a plate.

MATERIAL: An egg, confetti and a plate.

HOW TO DO IT: Empty an egg and, when the shell is dry, make a hole in the bottom and fill it up with confetti. Cover up the hole with some adhesive tape.

Show the egg to the audience, making sure you cover the adhesive tape over the hole with your thumb. Take the plate and say: "One, two, three!" and crack the egg open on the plate (keeping your hand over it). The confetti will shower down and the egg shell will have disintegrated into little pieces among the bits of paper.

The "False Shuffle"

2137

The following is a simple, yet effective, way to do a "false shuffle": pick up the pack or deck of cards in your left hand with the faces of the cards towards the left. You should have your thumb on the first card and your other fingers on the last card at the back. Exert pressure with your hand, holding your fingers as described above. At the same time, with your right hand, lift up the whole deck - except each of the cards on the top and the bottom - holding the cards at the narrow ends, with your thumb on the inside and your ring, middle and index fingers on the outside. The two cards in your left hand will now come together. Without letting go of the cards in your right hand, put them in front of these two cards. Now shuffle the pack by bringing groups of cards from the back to the front, or cards from the middle to the front, all the while holding the pack tightly with the fingers of your left hand. In this way the top card will always be in the same place.

Another "False Shuffle" Method

2138

When a member of the audience has taken a card and you have cut the deck in two, keep one half in your right hand and hold out your **left hand** with the other half in it for the person to put the card back onto **that pile**. When you put the half in your right hand on top of the one in your left hand, secretly slip the little finger of your left hand in and join the pack together by pressing with both hands. Straight away take the pile on top of the separation you have made with your little finger and bring it to the front. The card chosen by the volunteer will now be on top of the pile. Continue shuffling as described, squeezing the pack so that the card on top slides and does not move from this position. This will allow you to know exactly where the card that has been chosen is at all times.

The Mysterious Pendulum

2139

EFFECT: You guess a card by means of a **divining device**.

MATERIAL: A pack of playing cards, a piece of thread or thin string and a little ball or a key that you can tie on the end of the string.

HOW TO DO IT: Ask someone to choose a card. Ask them to look at it, remember it and put it back on top of the pack or deck. Perform a false shuffle (see "False Shuffle" in the Magic Workshop) so **this card** always **stays** on top. Then divide the pack or deck into four piles, making sure you remember which one (pile) the chosen card is in.

It is now up to you to present this effect with a bit of **imagination**. Hold an improvised pendulum over one of the piles of cards and make it swing gently back and forth. Then do the same with the other piles. However, when you come to the pile with the **chosen card** in it, make the pendulum go round in **circles**. Pretend to be concentrating very hard. When you turn the card over, it will be the one chosen by the spectator.

Magnetism

2140

EFFECT: You ask a member of the audience to choose a card and to remember which one it is. Next, ask the person to put the card back in the pack or deck, which you then shuffle. Announce that you are going to try to demonstrate the "magic powers" in your hands by holding them over the cards. Finally, turn a

card over and it is the one that was chosen.

HOW TO DO IT: This trick relies on the **false shuffle** described before in the **Magic Workshop** section. Invite a member of the audience to pick a card, memorize it and put it on top of the pack or deck. Shuffle the pack, making sure that the chosen card is always on top and lay the pack on the table. Pass your hands over it and pick up the card chosen by the volunteer!

The Detective Card

2141

EFFECT: You tell the audience that you have a "detective card" that is capable of locating any card you like. Leave the cards on the table and write something on a piece of paper which you then fold and give to one of the members of the audience. Then ask this volunteer to choose a card, remember it and put it back on top of the pile. Next, ask the volunteer to cut the pack several times so that the card is "lost" during the process. To conclude, ask the person to read out loud the note that you have previously written: "Your card is next to the ACE of CLUBS".

Finally, ask the volunteer to find their card in the pack. Sure enough, it is next to the ACE of CLUBS!

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

HOW TO DO IT: First shuffle the cards. As you do so, make a mental note of the last card, i.e. the one AT THE BOTTOM of the pack. Tell the audience about the "detective card", etc. as described in the **EFFECT** section (above). Then take the notepad and write: "Your card is next to the ACE of CLUBS". Proceed as described in the **EFFECT**. When you cut the cards, they stay in the same order. At the end, you ask the person to read out your prediction, which is correct.

IMPORTANT: If the pack is cut so that the card you know - in this case the ACE of CLUBS - is underneath, the chosen card will be the one on top. Ask the spectator to cut again.

Premonition

2142

EFFECT: You hand the audience a sealed envelope and inside it there is a piece of paper with the name of a card written on it. Shuffle a pack or deck of cards and ask someone to say a number between 10 and 20, then add the two digits of this number together and finally to tell you the "answer", result or **number** (of the operation). When you **count out this number** of cards from the pack, the **next** card to **appear** is the one whose name is written on the piece of paper in the envelope.

MATERIAL: A pack or deck of playing cards, a ballpoint pen, a sheet of paper and an envelope.

HOW TO DO IT: Before presenting this trick, write on a piece of paper the name of the card in the NINTH position in the deck, counting from the top. Shuffle the cards in the middle and at the bottom of the deck, but **do not** shuffle nor mix up the cards at the top. Leave the pack on the table and hand the sealed envelope containing the piece of paper with your prediction on it to someone in the audience. Ask **someone else** to call out a number between 10 and 20. Note that we say BETWEEN 10 and 20, in other words, they **cannot choose either 10 or 20**.

For example, let's say they choose 12. Count out 12 cards and leave them face down on the table. Remove the rest of the pack or deck. To make things a bit more complicated, have the person add together the two digits: $1 + 2 = 3$. Count out three cards from the pile of 12 and the next one will be the one written on the paper in the envelope. Get them to open it, read the "prediction" and they will be amazed!

EFFECT: You ask a member of the audience to shuffle a pack of cards and then pick one of them. Once they have had a good look at the card chosen, you gather up the cards and have them put the card back in the pack or deck. Finally, lay out the cards, face down, and a single card appears, face-up: the one that was chosen.

MATERIAL: An ordinary deck of playing cards.

HOW TO DO IT: Give a volunteer a pack or deck of cards and ask them to shuffle them (the cards). Then ask them to choose a card, remember it and then hand you back the deck. You can also have the person show it to the rest of the audience. While everyone's attention is on the volunteer's card, move the card that is on the **top** of the pack or deck to the **bottom**, turning it over so that it is face up. Then turn the whole pack or deck over. All the cards will now be facing up, except the top one. Next, have the volunteer put his or her card in the middle of the pack, face down. Lay the pack on the table, turning it over as you do so, so that the card you turned over **before** is out of sight at the bottom. Fan out the cards, face up, and somewhere in the middle a single card will appear face down. Finally, turn it over: it is the one that was chosen.

How to Force a Card

You often need to get someone to choose a particular card, that is, to pick the one you want them-to, without anyone else realizing. This is called **forcing a card**.

HOW TO DO IT: Put the card you want the person to pick at the **top** of the pack or deck. Then ask a member of the audience to cut the deck. Lay the bottom half on the top half, at a right angle to it, so as to "mark" the cut.

Now distract the audience's attention by talking about something or other. That way they will forget which half is which. (This is called showmanship or patter).

Then ask another volunteer to lift up the top half and look at the top card on the pile underneath. As this is the card that was originally on top, you will have "forced the card"!



Amazing Premonition

EFFECT: Someone - a volunteer - shuffles a pack of cards. They then take two cards at a time and divide them into three groups, according to the colors of each pair: two reds together in one pile, two blacks together in a second pile and one of each color together in a third pile. Before these operations, you will have written down your premonition, which will turn out to be true: for example, "There are two more cards in the red pile than in the black pile" - Or - "The black pile has two, fewer cards in it than the red pile", which amounts to saying the same thing but in a slightly different way. Once the pairs have been divided into their different piles and then counted, the result will be exactly as written in your premonition. This is even more surprising since **it is a volunteer who divides the pack into pairs**.

MATERIAL: A full pack or deck of playing cards.

HOW TO DO IT: Exactly as described in the **EFFECT** section. You ask someone to shuffle the cards and separate the black pairs from the red pairs, discarding any non-matching pairs, i.e. a red and a black. When the **whole pack or deck** has been classified in this way, it is time to count the number of cards in each of the piles, the reds' pile and the blacks' pile. What you wrote on the piece of paper will be the exact result!

SECRET: Before giving the person the pack to shuffle, you will have removed two, four or six cards from the pack. However, the cards you take out must always be pairs of reds' or blacks'. Depending on how many red or black cards you have removed, you write on the paper: "The black (red) pile has two (or four or six) fewer cards in it than the red (black) pile", depending on whether you have taken out red or black cards.

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.

