

# *Catalog Of Magic*



*Easy to do! Age appropriateness indicated!*  
*Builds confidence in front of people!*

## **Magic That Matures**

### **By Dave Arch**

When I attend a magic convention, I enjoy the dealer's show very much. It sends me hurrying to the dealer room to see up-close what I just witnessed. After all, maybe it's something I should add to my show?

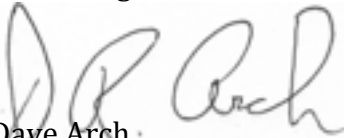
I also enjoy all that magic did for me as a child and the contribution it has made to my life as an adult. Magic put me in front of people, increased my confidence, built creativity, encouraged my ability to read and comprehend oftentimes cryptic directions, expanded my memory and many more skills that I still leverage in my career today.

So. . . I began to design a show that I would perform for family audiences and then sell everyone of the tricks in the back of the room. A catalog would be available not only detailing the magic for sale but also the age-appropriateness of each trick and what developmental quality in the child that magic trick would help develop.

The tricks that I chose had to be easy to self-manufacture for under one dollar (to give me more than reasonable profit margin), demonstrate well from the stage or close-up, and be at the skill level of an elementary age child to make him or her feel successful.

This manuscript is the result of my work.

My hope is that it brings you and audiences many hours of fun, enjoyment, and personal growth.



Dave Arch  
August, 2012

## **The Show I Do . . .**

I hesitate to include these next two pages, since I believe it might rob you of the joy of discovery. Nevertheless, upon the suggestions of others, I decided to share with you the show that I perform when presenting my Magic That Matures show.

### **Chase The Ace**

This opening helps me “assess how closely everyone is ready to watch.” My message card is the magic word I plan to use throughout the show – depending on my show theme.

### **You Can’t Believe Your Eyes**

I use the boomerangs to show how magic fools our eyes. Using the templates in the directions, they will come out with one side colored black and one white. I use the colors to explain how the black side appears smaller than the other white side – turning the boomerangs as I tell my tale of nonsense. The children listen intently, and the adults are amazed at the incongruity of my explanation.

### **Applause Please**

Here’s the first magic trick I ever learned – taking the audience on a trip into my childhood and first attempts at magic.

### **Blasted**

Asking if someone wants to become a magician, I bring a volunteer up from the audience and test his/her imagination (“since being a magician is all about have a strong imagination”) with this card trick. In today’s violent society, I speak of a sci-fi lazer ray gun with the audience making a weird humming sound as the ray gun is fired.

### **Weak Moment**

Imagination is powerful as the volunteer imagines himself/herself weak or strong – being able to lift the glass or not.

### **Flying Knots**

They have now been tested and finally ready to do the magic – cutting the rope in two and then having the knots fly off the rope at the end.

### **Money To Wear**

They then receive a dollar bill ring as payment for helping me. "I wish I could make one for all of you in the audience. However, time doesn't allow it. Nevertheless, I have the instructions as part of the magic for sale on the back table . . . or you could just become this volunteer's friend and reverse engineer their ring." ☺

### **Dream Game**

This is a nice interlude as I tell the story about a boy hanging around after one of my shows to demonstrate how he uses his imagination with a piece of newspaper.

### **Giant Balloon Reindeer**

Now I ask the audience to try and guess what I'm going to try and make with this "bucket of balloons." As you progress through the process of building the reindeer you will find it to be in this order: a snake, a snake with a head on it, a giraffe, a weenie dog, a two-headed weenie dog, a germ under the microscope and finally the reindeer comes into view.

Three people compete in a chance to win the reindeer by being the first to blow up a round balloon and break it by sitting on it.

Again I mention that I've packaged the correct balloons and instructions in the back so "everyone could have one of these giant balloon reindeers to take home with them."

### **Sawing A Person In Half**

I've owned a Thin Model Sawing and the Jig-Saw one too. However, I get just as much mileage out of this one both in pre-publicity and during the show with the right framing. "Of course we won't use a saw. That would be too dangerous. However, there is the chance of rope burns here." I get a dad and two of his children (or the school principal) to join me on stage. I would only encourage you to respect this trick as I once had a child cry over fear of what I was going to do to the dad once they pulled the ropes.

A printed program (1/2 of an 8 1/2 X 11) given to the audience as they enter the auditorium let's them see the names of the tricks so they know what to order when they come to the back of the room as well as my contact information in case they want to order magic through the mail after leaving the show.



## WELCOME TO THE WORLD OF MAGIC... WITH A DIFFERENCE!

All of the magic in this catalog has been selected to encourage positive self esteem in the magician!

- 🎩 The magician will know a secret not everyone knows!
- 🎩 The magician will be able to do something not everyone can do!
- 🎩 The magician will perform for others — receiving applause and recognition!

In addition to the above, the magic in this catalog has been categorized according to its emphasis in relation to the following ingredients necessary for positive self esteem.

- **CREATIVITY**

Magic routines in this category are more open-ended than others -- giving the performer room to improvise and even invent new magic routines using the props provided.

- **MEMORY**

This magic challenges the memory of the performer in remembering the details necessary for the successful completion of the routine.

- **COMPREHENSION**

The instructions for these magic routines contain important subtleties that will challenge the performer to careful reading and comprehension in order to master the magic.



- **DECISION MAKING**

The conclusion of these routines depends upon the actions of the audience. Consequently, the performer must make decisions throughout the course of the routine in order to assure a successful conclusion and interaction with this audience.

- **PROBLEM SOLVING**

These routines will give the performer an understanding of the elements necessary for developing good problem solving skills (i.e. overcoming assumptions, creative brainstorming, experimentation, etc.)

In addition, you will find that each routine in this catalog has been identified by general age appropriateness according to the following key:

- P Primary age students (grades 1-3)
- I Intermediate age students (grades 4-5)
- M Middle age students (grades 6-8)

On the next two pages, you will see an index grid that will allow you to see at a glance the magic that might be best for your application. The magic in the catalog is then listed in alphabetical order according to title.

After selecting the magic that fits your application, have the student read over the descriptions so that he/she has a choice in the process helping to select the magic that sounds fun to them! Whenever this is possible, it does help to assure good learning motivation as the student seeks to master the routine.

Have fun while building confidence!



**ADDITION PREDICTION (I,M)****Comprehension**

Three spectators each select three digit numbers. When they are added together, they match exactly the prediction you made before it even started!

**AMAZING RABBIT, THE! (P,I)****Creativity**

After a volunteer has selected a card,, a cute rabbit puppet is introduced to the audience. The rabbit not only successfully finds the spectator's card but also chews a corner off the card in the process! The spectator may be given the card as a souvenir, Kids love this one!

**APPLAUSE PLEASE! (P,I,M)****Creativity**

The magician takes a piece of paper and tears it into little pieces. He folds it tip, waves his hand over it, opens it up and it's completely restored. But wait! What is that in his other hand? The audience wants to know! When the magician opens his hand, the audience is amazed to find that it's a piece of paper reading, "Applause Please!" The audience does indeed applaud -- knowing that they've seen a good magician at work!

**BILL JAB (I,M)****Comprehension**

A dollar bill is freely shown on all sides and folded in half, Without warning, you suddenly take a pen and push it through the middle of the bill! All sides of the bill are shown. The pen is then pulled completely through. Nevertheless, when the bill is opened there is no hole! Your audience won't believe their eyes!

**BIZAAAAAAAAAARE! (I,M)****Decision Making**

The magician takes a blank card and draws a picture of his hand on the card. The spectator takes the pen or pencil and pushes the point into one of the fingers in the drawing. Suddenly, the magician looks at his own hand and finds that he now has a blister on the finger pierced by the spectator! It's weird, but it doesn't hurt at all!

**BLASTED! (I,M)****Comprehension**

The spectator picks a card from a deck of cards. The magician holds the cards in his hand while the spectator pretends to hold a gun and fire at the deck. After a Few failed attempts to hit the deck, one card is seen to fly from the deck (up to eight feet in the air). When the card is picked up,, it is seen to be the spectator's chosen card with one difference. Now there is a bullet hole right through the card. The spectator can keep the card as a souvenir of this unusual experience!

**CHASE THE ACE! (P,I,M)****Decision Making**

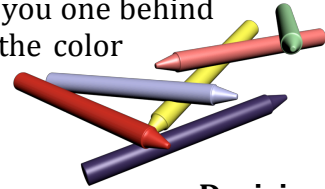
This classic gambling game has now been simplified and made even more amazing! After showing your audience three cards, have them try and keep track of the middle card. Even though you move slowly and show them the other cards, they still can't find it! The look on their face when they turn over the last card is worth it all!

**COLOR CHANGING SHOELACES (I,M)****Memory**

First the shoelace is white . then it's black. . and then it's a completely different color! Comes complete with a great story about a pair of old tennis shoes!

**COLOR MIND READING (P,I)****Decision Making**

Hand your volunteer a small box of crayons. Have him hand you one behind your back. Without looking, you can immediately tell him the color he's handed you! Yes, you can even borrow the crayons and make it work!

**DANCING PENCIL, THE (P,I,M)**  
**Making****Decision**

A very unique looking pencil is placed on a book. As the audience looks closely, the pencil begins to move in an eerie manner finally spinning and falling off the book! Everything can be examined!

**DIZZY DOLLAR (P,I,M)****Creativity**

A dollar is Shown clearly on both sides and then rolled into a funnel. A dime is dropped into the funnel. With no quick moves, the dollar is slowly unrolled and again shown on both sides. There is no trace of the dime! It has completely disappeared! No matter how closely they watch they will never catch you on this one!

**DREAM GAME, THE (I,M)****Memory**

Taking a piece of old newspaper, a poem tells the story of a little boy who would fold the paper and dream about his future. The newspaper first becomes a fireman's hat, then a general's hat, a ship captain's hat, and then the ship itself. The hat finally becomes a shirt that can either be placed on yourself or a child from the audience. With only one piece of newspaper, the folding is fascinating to an audience,

**EAST INDIAN ROPE TRICK, THE! (P,I,M)****Creativity**

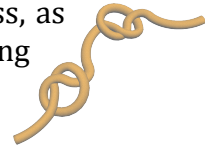
A card is shown with a rope climbing out of a basket and a Hindu boy climbing the rope. The card is placed face down between the hands of a spectator. As the magician claps his hands, the boy disappears from the card and a sign appears reading "I'm At The End Of My Rope!" Cute ending for a great trick! The card can then be left with the spectator as a souvenir. Your own business card could be printed on the back of this card too!

**EMPEROR'S BRACELET, THE (P,I)****Comprehension**

A bracelet is securely tied to two pieces of cord. As the magician waves his wand, the bracelet leaps off the cord and is seen hanging from the wand. It's easy to do and everything can be examined! Comes complete with the bracelet, cords, and wand.

**FLYING KNOTS, THE (I,M)****Comprehension**

A piece of rope is cut in two places and tied into knots. Nevertheless, as the audience watches, the two knots go flying into the air jumping completely off the rope!

**FORTUNE TELLING CARDS (P, I, M)****Creativity**

After showing several cards blank on both sides, one of the cards is placed between the hands of the spectator. A pencil is also placed between his hands. It seems like the pencil is moving! Suddenly, when the spectator looks at the card, there is writing on it -- a message telling his -fortune!

**HOUDINI RUBBER BAND, THE (P,I,M)****Creativity**

As the story is told, a rubber band (representing Houdini) suddenly disappears and reappears in a most unexpected manner. The disappearance of the rubber band is sudden and very visual!

**KEYBENDER (P,I,M)****Comprehension**

A key is shown and examined. A spectator holds it away from anything that might affect it. Nevertheless, as the magician concentrates, the key bends! Again the spectator examines the key but can't bend it back no matter how hard he tries!

**MAGIC MEMORY SQUARE (I,M)****Memory**

A two-digit number is freely selected by someone in the audience. Suddenly, the magician turns around and draws a four by four grid on the blackboard -- writing numbers in each of the sixteen boxes. When he is done (only seconds later), it is seen that each row (both horizontal and vertical) add up to the selected number. In fact, the selected number is found in fifteen different places within the grid! It looks impossible until you know the secret!

**MINDREADING CARDS (P,I,M)****Memory**

Imagine demonstrating the ability to tell someone a number they have only thought about and have never told another person! You can demonstrate this easily with this special packet of mind reacting cards.

**MONEY TO WEAR (I,M)****Comprehension**

With a borrowed dollar bill and a few folds, you are able to return the bill to the spectator in the shape of a ring...perfectly fitting on the spectator's finger! It's easy once you know how!

**OFF THE WALL (P,I,M)****Comprehension**

The blindfolded magician has a spectator arrange a tissue, a watch, and a pair of glasses on a table in any order he might choose. After mixing the items, the spectator is told to pick up the item at the left end of the row and throw it against the wall. Fortunately, it was the tissue! Then the spectator picks up the other two items and the magician correctly tells which hand has which article! This can even be done over the phone!

**SIMPLY MINDREADING (IM)****Memory**

Anyone in the audience removes an American coin from his pocket. It can be either a penny, quarter, nickel, or dime. They have a totally free choice. You ask them to concentrate on the name of the President who appears on the coin. Letter by letter you successfully tell him his thoughts even though there is no way you can see the coin!

**SOAP ON A ROPE (I,M)****Problem Solving**

A bar of soap with a hole through it hangs around your neck knotted onto a rope. You tell the story about the frustration of being in the shower and washing your feet with such a short rope. Suddenly, the soap melts right off the rope! It looks like the soap comes right through the rope! The audience can examine both soap and rope at the end of this routine and find no trace as to how you did it!

**SPOOKY SLATES (P,I,M)****Memory**

Two slates are shown blank on all sides. They are placed face to face with a piece of chalk placed between them. When the slates are held up to the ear of a spectator, they can actually hear the chalk writing! When the slates are separated, a message of your choice appears on the slates! It's a great way to send a special message!

**STRING SENSATION (P,I,M)****Problem Solving**

Two pieces of string are shown and placed in a spectator's hand. As you pull on the ends of the string, the spectator will feel the string actually join together in his hand! It feels eerie and unbelievable! The string can then be left with the spectator as a souvenir of this weird experience.

**SUPER MEMORY ACT (P,I,M)****Memory**

Now you can demonstrate a sensational memory with only a few hours of practice. The audience calls out a list of ten or twenty items. After hearing them only once, you will be able to recall them -- even backwards! It's always impressive and never fails to get a good audience response. Easy to learn.

**TIC-TAC-TOE TOP SECRET! (P,I,M)****Problem Solving**

Learn how to never lose at tic-tac-toe! Here is the secret for never losing even though you can even play blindfolded — never seeing where the other person puts his mark! You'll never lose again!

**ULTIMATE BLINDFOLD, THE (P,I,M)****Decision Making**

This blindfold can be completely examined with no clue as to its secret. When placed on anyone else, they can't see a thing! When placed on your eyes, you can see plainly! Imagine what you can do with this! A complete routine included.

**WANTED! (P,I,M)****Creativity**

A column of want ads from the local newspaper is shown on both sides.. The spectator can even examine it! A pair of scissors is used to cut the paper into two pieces. It's really cut! A piece of the paper flutters to the floor. Nevertheless, when the paper is opened, it's back in one piece again! This happens two other times until the magician accidentally cuts the paper at an angle. Now the ad is restored at a right angle to itself! Its great magic!

**WEAK MOMENT, A (P,I)****Creativity**

A clear plastic glass is placed on a book and covered with a handkerchief. The littlest child in the audience is able to lift it from the book, but you can make it so that the strongest man will not be able to do so! It's amazing and so easy to do!

**WHAT A CHANGE! (I,M)****Comprehension**

The spectator plays the part of the cashier as you, the magician, come to buy something. Even though you buy something from the spectator and the spectator counts your change carefully, the audience is amazed to see you finish with more money than you had at the beginning! This one will amaze the closest watching audience! Comes complete with play money for making change.

**X-RAY GLASSES (I,M)****Problem Solving**

Three cups are placed mouth down on the table. Any person hides something small under one of the cups while you're not looking. When you turn around, you are seen to be wearing goofy glasses! You are now able to tell them which cup has the article under it. You can do it again! You never miss!

**X-TRA SUPER MEMORY (I,M)****Memory**

The spectator is given a printed card with ninety-nine six digit numbers printed in numbered boxes. the performer claims to have memorized all ninety-nine numbers (nearly 600 individual digits). As the spectator calls the number of a box,, the magician does successfully tells him the six digit number printed in that box! ht looks incredible! You can do it!

**YOU CAN'T BELIEVE YOUR EYES! (P,I,M)****Creativity**

This great demonstration uses two boomerangs. By the way you handle them it becomes impossible for the audience to tell which one is longer. The ending really catches them off guard as you show the audience that the boomerangs are actually the same size! Comes complete with the boomerangs and an extra advanced bonus routine!

The following table provides an overview of the content.

1. Practice the mechanics of doing the trick first.
2. Then work on what's going to be said during the trick so that it becomes entertaining for the audience and more fun for the performer!

Grades 1-3	Grades 4-5	Grades 6-8
	<b>CREATIVITY</b>	
Amazing Rabbit**	Amazing Rabbit**	
Applause Please	Applause Please	Applause Please
Dizzy Dollar*	Dizzy Dollar	Dizzy Dollar
East Indian Rope Trick*	East Indian Rope Trick*	East Indian Rope Trick*
Fortune Telling Cards	Fortune Telling Cards	Fortune Telling Cards
	Giant Balloon Reindeer	Giant Balloon Reindeer
Haunted Hank	Haunted Hank	Haunted Hank
	Hercules Outdone	Hercules Outdone
Houdini Rubberband*	Houdini Rubberband*	Houdini Rubberband*
	Pen Thru Coat**	Pen Thru Coat**
	Sawing In Half**	Sawing In Half**
Wanted!**	Wanted!**	Wanted!**
Weak Moment	Weak Moment	
You Can't Believe Your Eyes!*	You Can't Believe Your Eyes!*	You Can't Believe Your Eyes!*



	<b>MEMORY</b>	
	Color Changing Shoelaces	Color Changing Shoelaces
	Dream Game	Dream Game
Giant Four Card Monte**	Giant Four Card Monte**	Giant Four Card Monte**
	Magic Memory Square	Magic Memory Square
Mindreading Cards	Mindreading Cards**	Mindreading Cards**
	Simply Mindreading	Simply Mindreading
Spooky Slates*	Spooky Slates*	Spooky Slates*
Super Memory Act	Super Memory Act	Super Memory Act
	X-Tra Super Memory	X-Tra Super Memory
	<b>COMPREHENSION</b>	
	Addition Prediction	Addition Prediction
	Bill Jab!	Bill Jab!
	Blasted!**	Blasted!**
Emperor's Bracelet*	Emperor's Bracelet	
	Flying Knots**	Flying Knots**
	Haunted Pins*	Haunted Pins*
Keybender	Keybender	Keybender
Off The Wall	Off The Wall	Off The Wall
Outlaws*	Outlaws	Outlaws
	Phoney Mindreading	Phoney Mindreading
	What A Change!	What A Change!**
	<b>DECISION MAKING</b>	
	Bizaaaaaaaare!*	Bizaaaaaaaare !*
Chase The Ace	Chase The Ace	Chase The Ace

Color Mindreading*	Color Mindreading*	Color Mindreading*
Dancing Pencil*	Dancing Pencil*	Dancing Pencil*
Ultimate Blindfold	Ultimate Blindfold	Ultimate Blindfold
	<b>PROBLEM SOLVING</b>	
Frustration!	Frustration!	Frustration!
Genius Test	Genius Test	Genius Test
	Soap On A Rope**	Soap On A Rope**
String Sensation	String Sensation	String Sensation
Tic-Tac-Toe Top Secret!	Tic-Tac-Toe Top Secret!	Tic-Tac-Toe Top Secret!
	X-Ray Glasses**	X-Ray Glasses**

\*Indicates magic recommended as a Close-Up Routine for the particular age group.

\*\*Indicates magic recommended as a Stage Show Routine for the particular age group.

## **Magic Instructions**

Following are the instructions that you can duplicate for each magic trick in your show. By putting the prop(s) and instructions in an envelope to display on a table in the back of your room, you'll be ready to sell your show to your audience.

## ADDITION PREDICTION

Three spectators each select three digit numbers.  
When they are added together, they match exactly the prediction you made before it even started!

Carefully cut apart the three lists of numbers you received with this routine. One will go to each of the volunteers you select from the audience. When you get ready to perform, select three volunteers and give each one a list. Have them notice that there are no duplicate numbers on the lists. In fact between them all, they have over 120 different numbers from which to choose.

Have each spectator remember a number from their list. Then have them return their lists to you. Now turn to Spectator #1 and have him give you one digit from the number he selected. It can be either the first, middle or third digit in the number! For instance if he selected number 771, he could tell you either the 7 or the 1. Write his number on a large piece of paper so the audience can see it.

7

Now do the same with spectator number 2 and write the digit he gives you next to the first spectator's number. Maybe he'd choose 840.

78

The third spectator's selected digit goes next to the second spectator's number. Maybe he'd choose 477.

784

Now go back and ask for another digit from the first spectator and put that underneath.

784

1

Continue this ordered pattern with the other spectators, until eventually you have something that looks like the following.

784

147

707

Now add the numbers. You will get the total 1638. If you follow the pattern given above, you will always get 1638! Before beginning, have the number 1638 written on a piece of paper in an envelope. You will always be right!

## Addition Prediction

### SPECTATOR #1

771 825 258 465 528 168 177 456 249 762 816 744  
474 861 195 546 582 915 384 483 924 852 186 717  
942 951 267 159 276 429 348 933 627 339 294 681  
645 726 591 447 843 519

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### SPECTATOR #2

840 642 219 147 516 264 741 390 651 732 129 561  
381 228 714 372 291 165 192 471 282 327 246 138  
912 624 255 183 615 750 930 426 318 525 822 723  
156 723 408 813 309 552

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### SPECTATOR #3

576 846 747 954 189 855 918 585 765 729 594 972  
738 675 837 369 945 657 459 891 468 774 567 684  
819 828 396 792 693 198 648 279 864 378 936 963  
756 549 639 477 495 558

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AN ADDITIONAL IDEA might be to take these numbers and print them on index cards being careful to keep the different spectator's numbers separate. Then you could give each spectator a batch of index cards having them shuffle the cards, keep one, and give the rest of them back to you. This way they wouldn't have all of the numbers in front of them to compare the numbers and maybe figure out the secret.

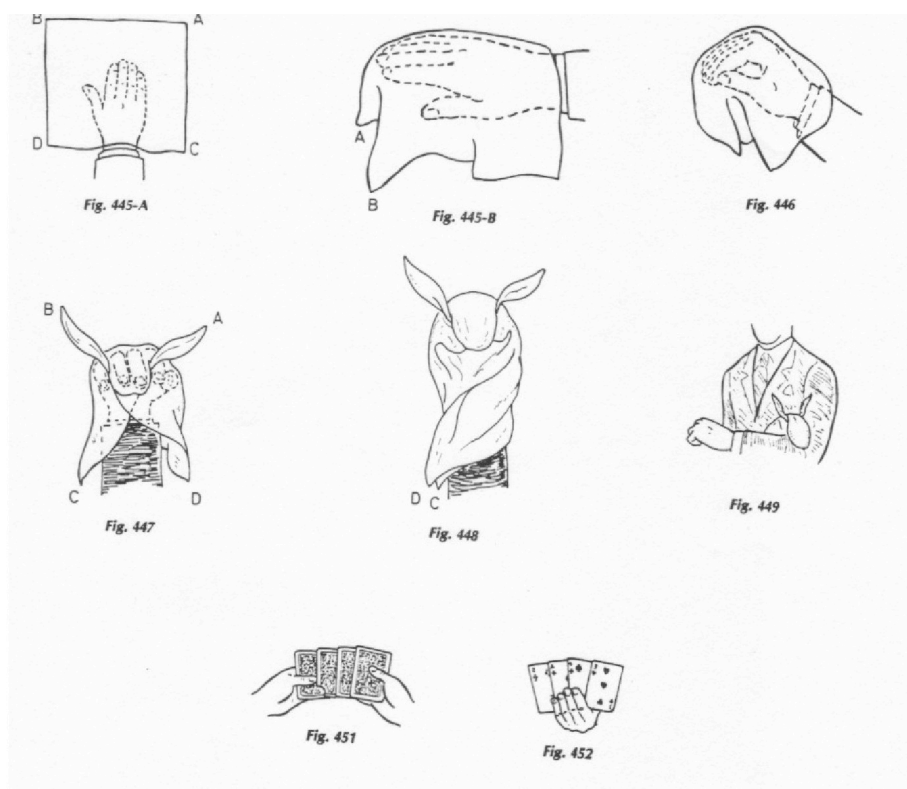
## THE AMAZING RABBIT!

After a volunteer has selected a card, a cute rabbit puppet is introduced to the audience. The rabbit not only successfully finds the spectator's card but also chews a corner off the card in the process!  
The spectator may be given the card as a souvenir. Kids love this one!

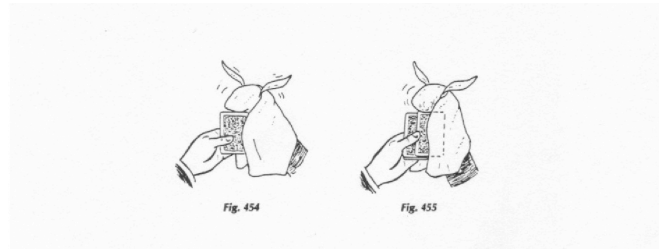
First you must learn to make the rabbit puppet from the handkerchief supplied with this routine.

Place the handkerchief over the right hand as shown in figure 445-A. Lift the hand so the handkerchief drapes over the hand as shown in figure 445-B. The handkerchief should overhang the fingertips by two or three inches. Bend the fingers, figure 446.

The left hand grasps end A and draws it up between the right first and second fingers. The left hand then draws end B up between the right third and fourth fingers. The result is shown in figure 447. To complete the formation of the rabbit, pull the lower ends C and D closer together. The finished rabbit is shown in figure 448.



## Amazing Rabbit, The



Before making the rabbit for your audience, take the six cards provided and spread them so that each card can be seen. The one card with the corner missing should be the **THIRD CARD FROM THE RIGHT END** with the missing corner hidden by the other cards and your hands. See figure 451 and 452. This missing corner card is the card that you will now make the volunteer take even though he will believe he had a free choice.

Let a volunteer name a number from one to six as a way of selecting a card.

If the spectator picks **ONE**, spell **O-N-E** starting from the right end of the cards tapping one card for each letter ending on the missing corner card.

If the spectator picks **TWO**, spell **T-W-O** starting from the right end of the cards tapping one card for each letter ending on the missing corner card.

If the spectator picks **THREE**, count **1-2-3** starting from the right end of the cards tapping one card for each number ending on the missing corner card.

If the spectator picks **FOUR**, count **1-2-3-4** starting from the left end of the cards tapping one card for each number ending on the missing corner card.

If the spectator picks **FIVE**, spell **F-I-V-E** starting from the left end of the cards as you did with the number four tapping one card for each letter ending on the missing corner card.

If the spectator picks **SIX**, spell **S-I-X** starting from the right end of the cards tapping one card for each letter ending on the missing corner card.

Have the spectator remember his card. Close the cards up into a packet and place the packet face down on the table **TURNING THE CARDS OVER END FOR END** as you place them face down on the table. The missing corner card should now be the third card from the **TOP** with the missing corner in the upper right hand corner of the card.

## Amazing Rabbit, The

Now form the handkerchief rabbit as previously explained.

Pick up the packet of six cards with the left hand. Take care not to expose the missing corner card. The face of the cards face the audience. The missing corner is in the upper right hand corner with that card now the third card from the back of the packet closest to you.

Bring the rabbit over to the packet and have him nibble at the upper right corner, figure 454. Then push the top card of the packet into the rabbit's mouth, figure 455. The rabbit thinks about whether or not this is the chosen card, decides it is not, and allows this card to fall to the table.

The rabbit takes the next card into its mouth, then drops this card on the table too. Then the rabbit takes the next card in its mouth. This is the chosen card. The rabbit nods to indicate that this is the chosen card.

If this handling is followed correctly, the torn corner on the card will be hidden from the audience. The card is taken into the rabbit's mouth in figure 453 before the card is removed from the packet, so the audience has no chance to spot the torn corner.

Grasp this chosen card with your free hand. Pretend that the rabbit will not let go. Remark that he must be hungry. Then take the card from the rabbit's mouth to show that he has nibbled off a corner of the card. It is a surprising finish to the trick! Be sure to have the rabbit take a bow after its over!



## **APPLAUSE PLEASE!**

The magician claims that she has just learned a new magic trick that uses a tissue.

Slowly she tears the tissue and clumsily switches the pieces for another tissue—claiming to have restored the tissue. However during the trick, the group can't help but notice that during the switch the actual pieces have now fallen from her hand to the floor. Not to worry! She picks up the fallen pieces and restores them too!

An added bonus idea is given using a piece of tissue paper with customized content printed on the paper!

To prepare for this trick, roll two pieces of tissue into small balls and place them into your right pants or coat pocket

Place another piece of tissue (unrolled) into your left pants or coat pocket and you're ready to begin.

Reach into both pockets at the same time and remove the tissue from your left pocket first waving it in the air as you shake it open.

Also, secretly remove the two tissue balls from your right pocket hiding them as best you can in that hand. It's alright if the audience begins to suspect something is in that hand.

Use both hands to tear the piece of open tissue into small pieces rolling them into a ball.

Place the ball into the top of your closed right hand in the opening closest to your thumb. Magically, wave your left hand over the right hand and then using that left hand remove one of the small secret balls from the opening of your right hand closest to your little finger. Act as though these are the pieces restored.

Dramatically open this previously secret ball—indicating by your attitude that you have magically restored the tissue.

Applause Please!

While you are opening up this tissue, let the second secret ball fall from your right hand as though it were an accident. Act embarrassed and quickly step on the fallen ball as though to hide it from view. The audience will believe that the tissue now on the floor are the torn pieces you were hiding in your hand.

In your embarrassment, quickly crumple up the open piece of tissue in your hands—roll it up along with the torn pieces still being held in your right hand. Place this packet away in your pocket and turn all your attention to the tissue under your foot.

Reach down and pick up that tissue from the floor. Due to the fact that your foot has smashed it, there is no way for the audience to tell if the packet is the torn pieces or not.

Make a magic gesture over the supposedly torn pieces and open out the tissue to show that they are restored too!

Option: Although the above talks about using a tissue for the magic, go ahead and use tissue paper and then you can write the words "Applause Please" on the final piece!

Bill Jab

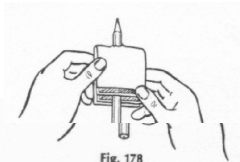


Fig. 178

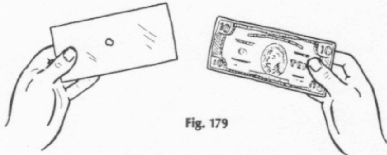


Fig. 179



Fig. 180

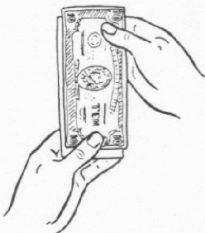


Fig. 181

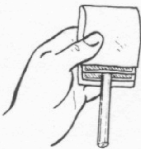


Fig. 182



Fig. 183

## **BILL JAB**

A dollar bill is freely shown on all sides and folded in half. Without warning, you suddenly take a pen and push it through the middle of the bill! All side of the bill are shown. The pen is then pulled completely through. Nevertheless, when the bill is opened, there is no hole! Your audience won't believe their eyes!

Examine carefully the bills you received with this routine. You will notice that there is a small slit about 1/2" long near the right side of one of the bills, figure 180. The other bill has no slit. Use the bill with the secret slit to perform the magic.

A piece of plain white paper the size of the bill is also needed. Place the prepared bill against the paper, with the bill offset about 1/2" forward as shown in figure 181. The left thumb covers the slit in the bill.

Fold the apparatus in half toward you so the bill is on the inside. The ends are slightly offset as shown in figure 182. Openly insert the point of the pencil between the folds of the bill. Unknown to the audience, the pencil point is actually worked through the slit in the bill. This is shown in the exposed view of figure 183. Thus the pencil really slides behind the bill.

Continue pushing the pencil forward until it penetrates the center of the paper. When the apparatus is as shown in figure 178, display it on both sides. It seems beyond doubt that the pencil has torn through the center of the bill.

Remove the pencil. Then open out the apparatus with the paper facing the spectators. From your view the apparatus looks like figure 181. Take the paper in the left hand, the bill in the right, figure 179, to reveal that, while there is a hole in the paper, the bill is undamaged. Return the bill to your pocket.

If they ask to examine the bill, bring out the bill without the slit in it for them to look at.

## **BIZAAAAAAAAAAAAARE!**

The magician takes a blank card and draws a picture of his hand on the card. The spectator takes the pen or pencil and pushes the point into one of the fingers in the drawing. Suddenly, the magician looks at his own hand and finds that he now has a blister on the finger pierced by the spectator! It's weird, but it doesn't hurt at all!

Looking carefully at the case that comes with the cards, you will see that there is a hole in the bottom of the case. Your audience must never be aware of that hole!

That won't be a problem since the cards cover the hole when the case is open and you can keep the hole on the bottom of the case at all times -- away from the eyes of the audience.

Now take your index finger and push it against the hole on the bottom of the case (just like you were pushing a doorbell). Hold your finger there until you count to five. Now remove your finger and look at it. It should look like there is a blister on that finger! It looks just like a blister! It will go away in about 3-5 minutes.

In performing this routine, remove the case from your pocket, open it, and remove a card from the case closing the case and setting it down on the table.

Take a pen and draw a picture of your hand on the card and ask the spectator what finger he would like to have this demonstrated on.

Have him take the pen and poke a hole in the finger on the card he selected.

While he is doing that, pick up the case and put it away in your pocket. Press the finger he selected against the hole in the case so that a blister will form on the appropriate finger.

As he pokes the finger on the card, you can let out a yell and shake your hand as though it stung. Then turn your hand palm up and discover that a blister has formed! Show it to your spectator and encourage him to keep the card with your hand as a souvenir of this weird experience!

Another Option: Why not use a hole in your belt or the hole in a key (secretly in your pocket) to create the "blister?"

## **BLASTED!**

Spectator picks a card from a deck of cards and puts it back in the deck. The magician holds the cards in his hand while the spectator pretends to hold a gun and fire at the deck. After a few failed attempts to hit the deck, one card is seen to fly from the deck (up to eight Feet in the air). When the card is picked up, it is seen to be the spectator's card with one difference.

Now there is a bullet hole right through the card.

The spectator can keep the card as a souvenir!

Before taking the rubberband off the deck, look closely and see just how the deck is prepared. This is the way the deck will look when you're ready to perform.

You will notice that the deck has many cards with a special card on the bottom. The card on the bottom has a burned hole through it and a rubberband around it. The rubberband should pass right over the burned hole. We have also included some extra cards with holes too.

You must hide the extra rubberband around the bottom card. The audience must not be aware of this card. The easiest way to do this is to hold the deck face down with your thumb on top and your finger wrapped around both the extra rubberband on the bottom and the hole. Keep the bottom of the deck tilted away from your audience.

When held in this position, you could still remove the rubberband around the deck with your other hand.

When ready to perform, bring out the deck of cards holding them as described to hide the extra rubberband and the hole in the bottom card. Use your free hand to remove the rubberband placing it into your pocket.

Begin to talk about cowboys and their sharp shooting abilities. Select a volunteer from the audience.

Take about half the cards off the top of the deck as you show the volunteer the bottom card. Say something like, "First a card was selected. For our experiment let's use the (here use the name of the card on the bottom of the deck)." Raise the deck up so that the audience and the volunteer can see the card. Be sure that your fingers cover both the rubberband and the hole.

After showing the card, take the cards you are hold in your other hand and place them underneath the special rubberbanded card. This will put the rubberband card in the middle of the deck.

Blasted!

Now have the spectator hold his hand like an imaginary gun -- extending his index finger as though it was the barrel of the gun. Tell him to be sure and keep it pointed only towards the ceiling!

As you walk away from the spectator to put some distance between the gun and yourself, reach into your pocket that has the first rubberband and PRETEND to take it out. Don't make a big deal about it. . , just put your hand in your pocket and pretend to come out with the rubberband.

Now pretend to wrap the rubberband around the deck like it was in the beginning. However, that's not what you do. Instead hold the deck so that a long edge of the deck is facing up. Take your free hand and pinch the rubberband that is around the bullet card pulling the rubberband up away from the deck.

Hold the deck tightly at this point so that the card doesn't come out of the deck when you pull on the rubberband.

Next swing the rubberband around the front end of the deck (making sure that it doesn't slip off the bullet card) and tiring it under the deck sliding the rubberband to about the middle of the deck's bottom long edge.

Now if you were to let go of the card, the card would go flying into the air. But you're not ready yet!

Transfer your hold on the deck so that you are gripping the deck by its short edges -- your thumb on one edge and your fingers on the other. Your index finger can rest on top of the long edge of the bullet card to keep the card from flying out of the deck too early.

Have your volunteer aim the gun at the deck and shoot on the count of three. Then suddenly remember that the gun will make no noise. So have the audience yell "BANG!" to help with the routine.

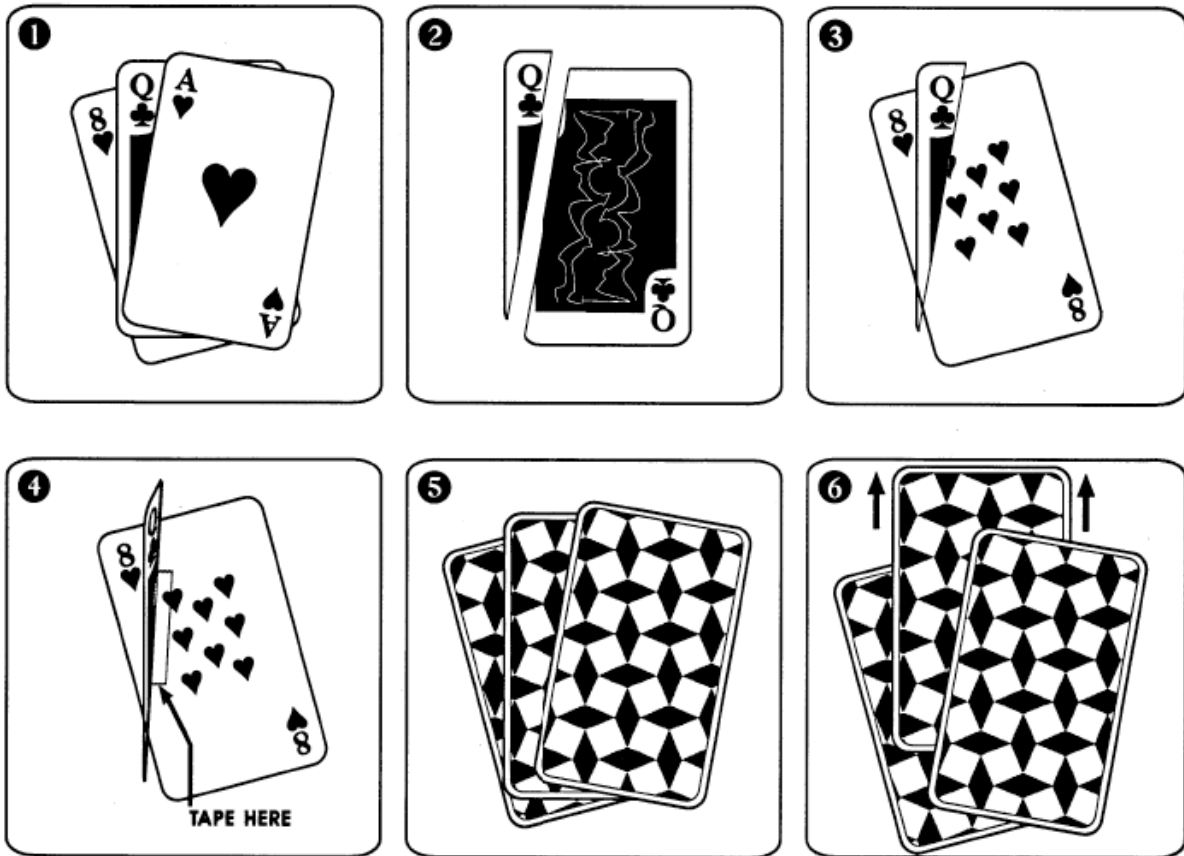
Count "One two three BANG!" look at the deck and realize that the volunteer has somehow missed the deck with his imaginary bullet. Ask him to step a little closer.

Go through the counting again and realize that he's missed again. He is asked to step even closer. By now he is almost on top of the deck standing very closely. You count and he shoots again. This time loosen your grip on the deck and the card will fly into the air.

Reach down and pick up the card holding your thumb over the hole. Ask the spectator if it is indeed his card. It is! Then remove your thumb to show the audience the hole in the card. Poke your index finger through the hole to really emphasize the fact that there is a hole in the card. Take a bow!

## Chase The Ace

Three cards are shown with the odd card in the middle of the spread. The cards are turned slowly over and when the center card is removed, the card contains an unexpected message.



Take two similar cards (same color) and one of contrasting color (and a picture card if possible). Regular size cards can be used although jumbo cards provide much greater visibility.

Place the three cards in a face-up fan so that the indexes show on each.

Make sure that the top left hand corner of the center card does not extend above the top of the bottom card.



## Chase The Ace

Take a pencil and lightly trace the left edge of the middle card so that you know where it belongs when placed on top of the bottom card in the fan.

You are now going to cut away all of the middle card that the audience doesn't see when the cards are fanned.

In other words, all of the middle card that is underneath the uppermost card must be marked and then cut away.

Once you have cut away the card, you place what's left of the middle card back onto the bottom card in the fan, using your previous pencil lines to guide you. Then use a piece of transparent tape UNDERNEATH this card piece to hinge it along its left edge.

You now will need a fourth card with a back that matches the other three in your fan. Cut a piece of index card so that it covers the face of the playing card and glue it in place. On this card, you will print your message.

Insert the message card, angling it underneath the flap piece of card lining up the top edges of the cards. Place the only remaining card on top of the fan and display it to your audience.

It should look just like it did when you first fanned the three cards in preparing for this routine.

Turn the fan face down and remove what appears to be the middle card (it is really the message card).

If you want to be fancy, you can close the other two cards into a tighter fan hiding the flap piece. You could then show the faces of these two cards since the flap piece would be hidden. Place these two cards aside and dramatically reveal the message on the card in your hand!



## COLOR CHANGING SHOELACES

First the shoelace is white...then it's black...and then it's a completely different color!  
Comes complete with a great story about a pair of old tennis shoes!

Examine the shoelaces that come with your routine and you will find that one shoelace is really one shoelace inside of another one! That's the secret to the magic!

Pull the one shoelace out of the inside of the other one and you will find that the outer shoelace slides down to the bottom. You can hide this outer shoelace in your hand while showing the inside one to the audience.

In order to make it change colors, pull the shoelace through your hand pulling the inner shoelace back inside the outer shoelace. Now you should be able to show the shoelace completely with the inner one completely hidden inside.

You can also use the other shoelaces that come with this routine for even more fun!

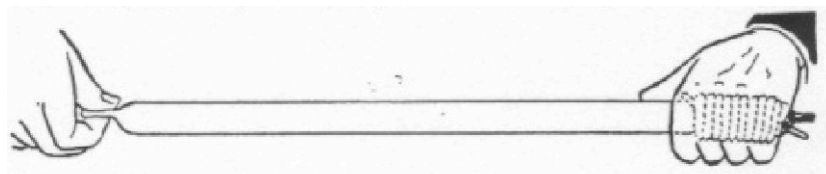
Begin the routine by having the outer shoelace pulled back with the inner one showing. The outer one is hidden inside your hand completely. Also, bunch up the colorful shoelace you have and put it in the same hand that hides the outer shoelace. The duplicate of your inner shoelace should be in one of your pockets where you can get to it later.

Begin by telling the story about your tennis shoes. Tell about how they got washed and then dried...only THEY MELTED! Now instead of tennis shoes, you use them for TENNIS BALLS!

Oh well, you still have one of the laces and you can do magic with it.

Follow the directions above and make the shoelace change color. Put that shoelace away in your pocket. The big question is..."Where did the other shoelace go?" Your audience will quickly tell you that it's still in your hand!

Act embarrassed and let the shoelace fall out of your hand showing that it is a completely different color! Where did the other shoelace go. Explain that you secretly put it in your pocket when they weren't looking! Reach into your pocket and pull out the duplicate inner shoelace you hid there at the beginning! They'll think you're amazing!



## **COLOR MINDREADING**

Hand your volunteer a small box of crayons. Have him hand you one behind your back. Without looking, you can immediately tell him the color he's handed you! Yes, you can even borrow the crayons and make it work!

Have your volunteer examine the crayons that come with this routine and select one for the test. Turn your back on him while he does this so that you can't see which color he picks.

Have him hand you the crayon behind your back. Turn around so that you are now facing him. Ask him to concentrate on the color.

While you are talking, you are also taking the crayon and secretly coloring on your right hand thumb nail! The color of the crayon will now be on the nail of your thumb.

Hold the crayon in your left hand but reach out your right hand and pick up the box of crayons. Hold the box up with your right hand having your thumb on the back of the box and your fingers on the front.

Hold it up and ask the spectator to try and picture himself taking the crayon and putting it back in the box. As you say these words you will have time to see your thumb nail and will now know the color of the crayon still behind your back.

Don't tell him the color yet!

Put the box down and ask him to continue to concentrate. Put your right hand behind your back again and rub off the color from your nail while you slowly tell him that you picture a \_\_\_\_\_(something that is the color he selected) and then finally reveal the color of the crayon!

It will look like you are definitely able to read minds!

## **THE DANCING PENCIL**

A very unique looking pencil is placed on a book. As the audience looks closely, the pencil begins to move in an eerie manner finally spinning and falling off the book!  
Everything can be examined!

This is an excellent magic trick since there is very little that can go wrong!

Show the pencil that comes with this routine and have it examined carefully. Make them think that there is something very special about the pencil!

Take any book and balance the pencil with the pencil hanging about half way off the cover of the book. Get it to just balance delicately like a seesaw. The magic works best when you have it balanced almost ready to fall off the book.

Now...take your time. Move your hands mysteriously over the pencil trying to get it to move with the power of your magic. However, make sure you don't get close enough that anyone could think you bumped the pencil.

Just when everyone begins to think that nothing is going to happen, blow gently on the half of the pencil that is still on the book. You don't need to blow hard...just a gentle breeze will do it. Of course, move your hands at the same time so that the people watch something besides your lips.

You will notice that the pencil will begin to slowly move. It might even move so far as to fall off the book!

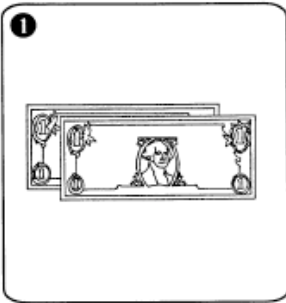
When it moves, act exhausted as though this took much energy from your magic powers.

They will grab for the pencil checking for secret wires or threads!

**REMEMBER NEVER TELL THE SECRET OF YOUR MAGIC!**

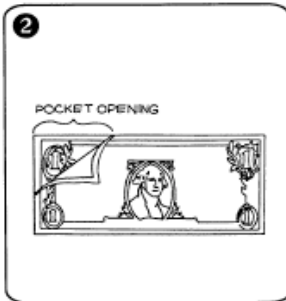
## DIZZY DOLLAR

A dollar is shown clearly on both sides and then rolled into a funnel. A dime is dropped into the funnel. With no quick moves, the dollar is slowly unrolled and again shown on both sides. There is no trace of the dime! It has completely disappeared! No matter how closely they watch, they will never catch you on this one!



Examine closely the money with this routine and you will find that one bill is ordinary while the other one actually is two bills glued together all around the perimeter of the bills with the exception of half the topside.

This opening at the top of the bill creates a pocket between the two bills.



When you begin, show this gimmicked bill on both sides using your thumb and index finger to hold the opening shut. Now holding the bill right side up, roll the bill into a tube. Use your finger to enlarge the opening at the top so that the tube begins to look more like a funnel (wide at the top and narrow at the bottom).

Take a dime and place the dime into the opening of the special pocket. It will look like you are actually placing it into the funnel itself. Tip the opening of the funnel away from the audience slightly so that they can't see where the dime is actually going.



Wave your hand over the bill and show that the coin has disappeared by slowly unrolling the bill. Put the bill into your pocket next to the unprepared bill.

If they ask to see the bill, withdraw the normal bill to have them examine it.

ADDITIONAL IDEAS might include performing the routine in slow motion for them first. In this opening part, don't ever leave the dime in the funnel but rather bring it back out with your hand and put it in your pocket. They will laugh because it will be so obvious! The next time actually do the routine at regular speed as written. They will wonder why they never saw your hand go to your pocket. Explain that "the hand is indeed quicker than the eye!"

## THE DREAM GAME

Taking a piece of old newspaper, a poem tells the story of a little boy who would fold the paper and dream about his future. The newspaper first becomes a fireman's hat, then a general's hat, a ship captain's hat, and then the ship itself. The hat finally becomes a shirt that can either be placed on yourself or on a child from the audience. With only one piece of newspaper, the folding is fascinating to an audience!

You'll need to experiment with the size of paper that works best for you. However, there is a sample size included with this routine that seems to be about best.

Before working on the poem, learn to make the basic hats. In actual performance you will want to pre-fold the paper so that you can make the folds easily and quickly in front of an audience.

Begin by laying the paper out flat folding it in half each way opening it out flat again as in figure 1.

Then folding the top half of the paper down so it is even with the bottom half, figure 2.

Fold the upper left and upper right panels in toward the center, figure 3. Fold up AB in front, figure 4. Then fold CD up in back to the position shown in figure 5. Fold down A and B in front, figure 6. Then fold down C and D in back, figure 7.

Bring AC and BD together, figure 8. The hat will fold flat, figure 9. Fold B up in the direction of the arrow in figure 10. Put on the hat. This is the first hat in the poem THE FIREMAN (figures 11-12)!

Take the hat off and fold it flat folding up the backside of the hat in the same manner as the front was folded up for the fireman. Put the hat on your head sideways and you will look like Napoleon. This is the second hat in the poem THE GENERAL (figure 13-14)!

Turn the hat on your head so that instead of the points being out to the sides they are now in the front and the back. This is the third hat in the poem. You are looking at the hat of a SHIP'S CAPTAIN (figure 15).

## Dream Game

Take off the hat. Fold in the ends as in figure 16. The hat will then look like figure 17. Grasp A,C, in your left hand and BD in your right hand. Pull them in opposite directions. The newspaper will open out in the boat pictured in figure 18. This is also spoken of in the poem.

When the storm comes in the poem, you'll demonstrate by tearing off the front as in figure 19, the backside as in figure 20 and the top as in figure 21.

Now when you open out the newspaper you will have a shirt like in figure 22 - finishing the poem exactly.

## The Dream Game

The boy was poor  
It was plain to see  
By the clothes that he wore  
By the hole in his knee.

But he'd come to show me a game that he'd play.  
The Dream Game he called it. Day after day  
A piece of old newspaper he would fold  
And with his paper this story he told.

"Don't you see, Mr. Magician" the young man said.  
"I could be a fireman with this upon my head.  
Or if I turn it this way a General I become  
With armies to command and battles to be won.

Or the captain of a giant ship upon a mighty sea  
With lots and lots of passengers -- one thousand ninety  
three.  
And if my ship should ever get in trouble with a storm  
I'd try my best to work and keep every single passenger warm.

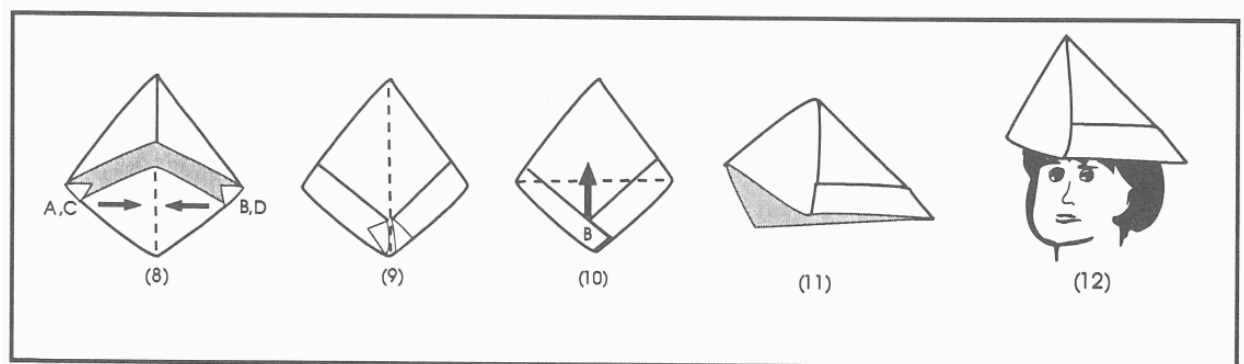
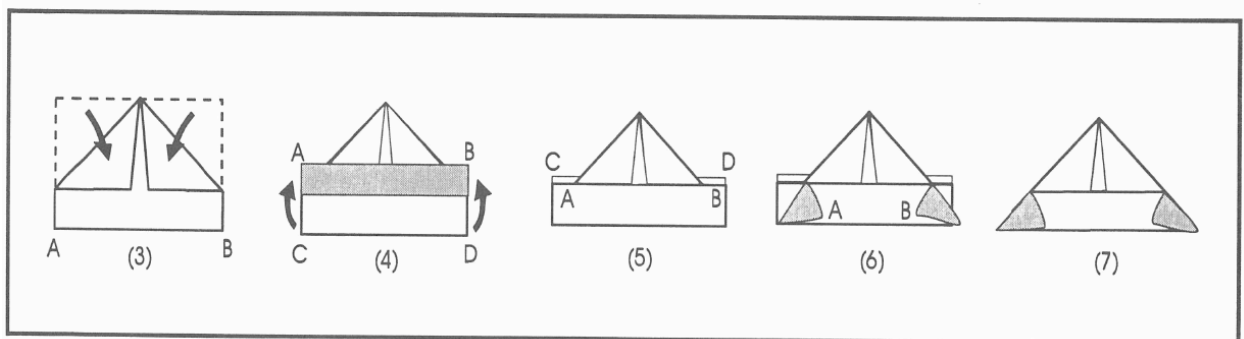
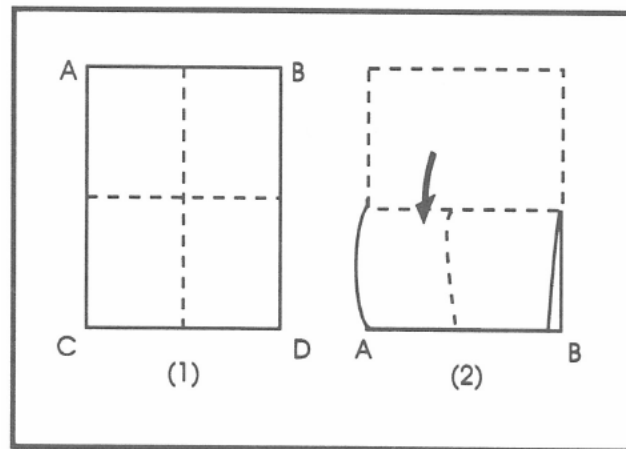
In fact you know what I think I could do?  
Now, you may not want to bet.  
But I believe we'd get to shore  
Without my shirt being wet.

"Don't you see, Mr. Magician," the young boy said to me.  
"With this piece of paper and my mind I'll become what I  
want to be."

Each time I wad up a piece of newspaper just to toss it away

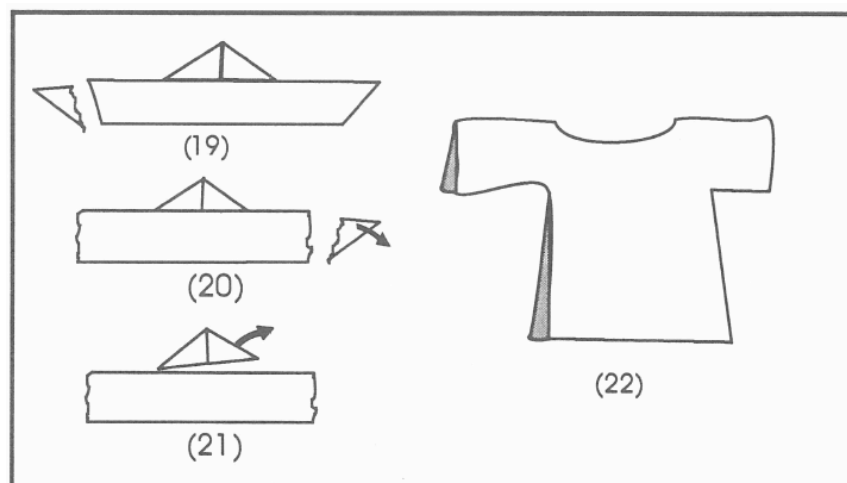
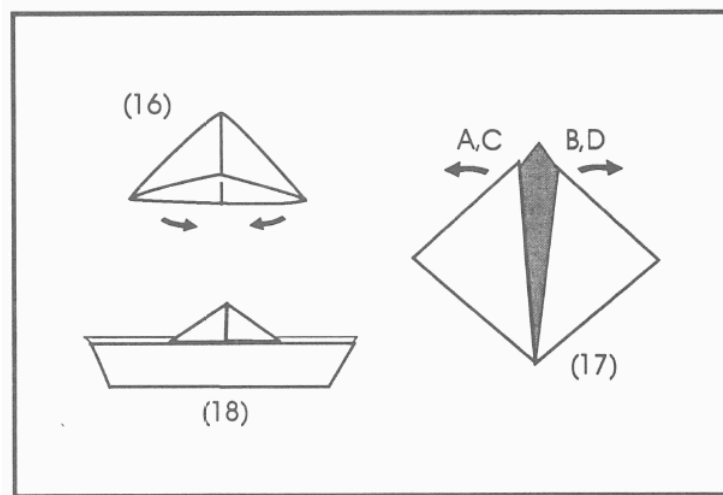
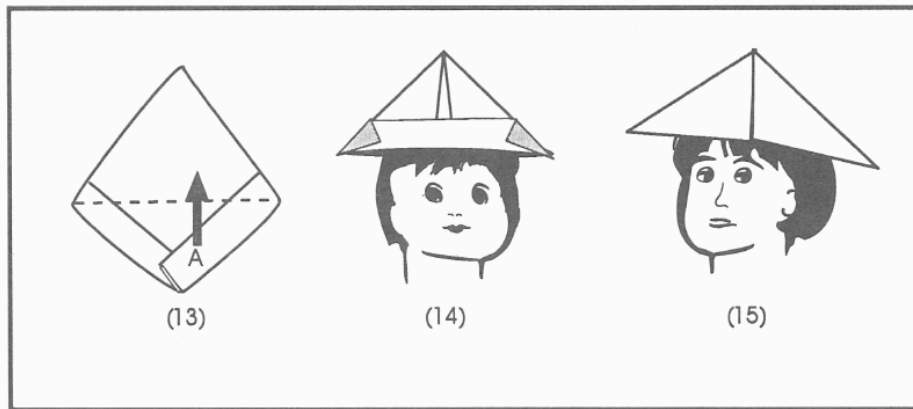
I wonder about the little boy and where he might be today.  
You know...I believe that little boy just might be a King!

For I am sure that little boy could have become anything!





## Dream Game



## **THE EAST INDIAN ROPE TRICK**

A card is shown with a rope climbing out of a basket and a Hindu boy climbing the rope. The card is placed face down between the hands of a spectator. As the magician claps his hands, the boy disappears from the card and a sign appears reading "I'm At The End Of My Rope!" Cute ending for a great trick! The card can then be left with the spectator as a souvenir. Your own calling card could also be printed on the back of this card too!

Examine the packet of cards with the rubberband around them. You will find them not to be what they might first appear to be. There is actually only one half of a card with a little boy on it. The rest of the cards don't have a boy on them at all. They only have a sign at the top of the rope.

This is how the packet must be set at the beginning of the routine. You must have the half card hiding the sign on the first card of the packet. Use the rubberband to hide the bottom edge of the half card.

As you begin the routine, talk about the Hindu Rope Trick and how you have a picture of it. Show the packet of cards and point out the boy at the top of the rope.

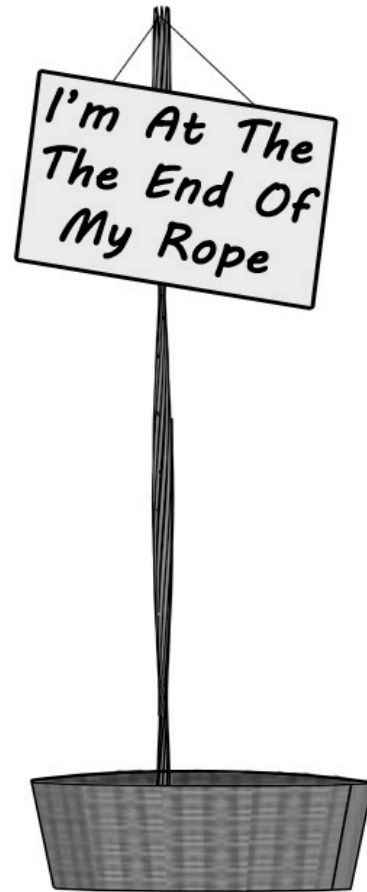
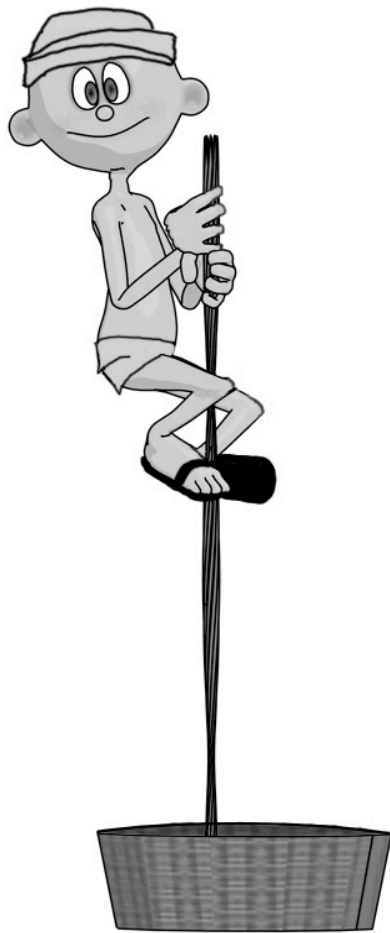
Explain how the magician would throw the rope in the air and it would stand up straight. Then a small boy would climb the rope.

Have the person take a pen and put their initials in the basket at the bottom of the rope while you hold the packet.

Now turn the entire packet over and pull out the card with their initial on it. Be sure and pull from the end that doesn't have the half card!

Don't show the card to the audience. Instead have the volunteer put their initial on the back of the card and hold the card between his hands. Put the packet of cards away in your pocket at this time.

Now explain how the magician would clap his hands and the boy would disappear from the rope! Let's try it! Clap your hands and have the person turn over the card to find the boy gone and the sign in its place!



## THE EMPEROR'S BRACELET

A bracelet is securely tied to two pieces of cord. As the magician waves his pencil, the bracelet leaps off the cord and is seen hanging from the pencil. It's easy to do and everything can be examined! Comes complete with the bracelet, cords, and pencil.

With this routine you should have received a bracelet, two cords, and brightly colored pencil-wand to use in this routine.

Have the spectator closely examine the bracelet to make sure that there are no secret openings in it. Have him pull on the cords to be sure that they are solid and finally have him examine the pencil-wand to verify that it is solid too.

To begin the routine hang the cords over the wand as in figure 1 with all the ends hanging down from the wand. Have the spectator hold the pencil while you tie the cords together as in figure 2. Tie them tightly.



Now thread both ends BB through the bracelet and then tie a B end and an A end together to hold the bracelet securely on the wand. Don't tie a knot. Just tie an A and a B end together once. You will now have an A and a B end on both sides of the pencil. Have the spectator hold an A and B combination in each hand.

Carefully slide the wand out from the knot and insert it into the bracelet. Have the spectator pull on the ends when you count to three. As he pulls on the ends, you pull up on the wand and the bracelet will lift away from the knot with the cords stretching out straight in front of the spectator!

It's great fun!

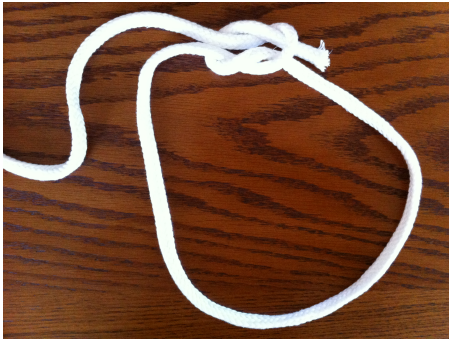
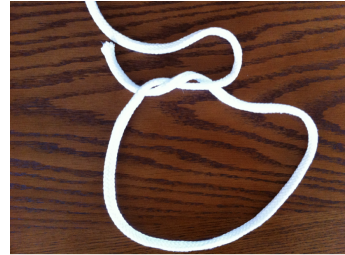
AN ADDITIONAL IDEA might be to tell the story of the bracelet speaking as though it was a bracelet that once belonged to an emperor. It was given to him to protect him from harm as long as he wore it. He could never be captured by his enemy as long as he had it on. The routine you use was used by the court magicians to prove the bracelet's power.

## FLYING KNOTS

A piece of rope is cut in two places and tied into knots. Nevertheless, as the audience watches, the two knots go flying into the air jumping completely off the rope!

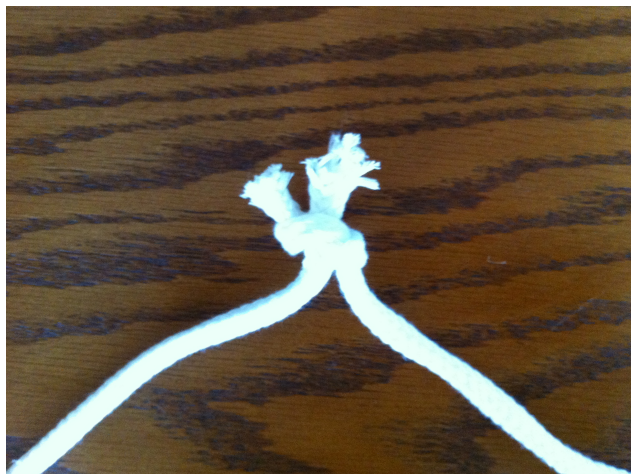
The secret to this routine is that as you take each end of the rope and tie it to the main rope you must use a square knot.

From the performer's point of view, holding the middle of the rope in your left hand, take the right end of the rope in your right hand putting it behind the rope extending from your left hand. The right hand pushes that end towards the performer and around the circle of rope between the two hands – pushing it through the circle away from the performer.



Bring the right end underneath the bottom-most rope in your left hand – grasping it in your left hand. Take the end behind the upper rope in your left hand, over the rope, back towards yourself – pushing it through the circle between your fingers and grasping it in your right hand – pulling it to the right along with the other rope in your right hand while the left hand pulls its two strands of rope to the left.

Cut the rope where shown in the photo and the result will be the next photo. Notice how both ends have been cut as short as possible. Now when you pull on the ends of the rope, the knot will fly off the rope. By doing the same thing from the other end of the rope you can have two knots fly off the rope at the same time!



## **FORTUNETELLING CARDS**

After showing several cards blank on both sides, one of the cards is placed between the hands of the spectator. A pencil is also placed between his hands. It seems like the pencil is moving! Suddenly, when the spectator looks at the card, there is writing on it – a message telling his fortune!

Take the cards you received with this routine and lightly use a pencil to write or print a prediction on each one. Write lightly so that the writing doesn't show through the card.

Some suggested fortunes might be..."You will receive an important phone call this week" or "Something in the mail will bring you happiness" or "Someone is your admirer from afar!"

Now stack the cards with half of them having the prediction facing down and the bottom half of the pack having the predictions facing up.

Show the cards blank by first spreading the top half of the pack -- showing blank cards.

Then turn the pack over and spread half the cards again -- showing blank cards.

Remove a card from the top half of the pack (the fortune will not show since it is facedown).

Have the spectator extend his palm. Place the card on his palm having him place his other hand on top of the card.

Take a pencil and slide it point-first between his hands. Ask him if he sees it moving. Sometimes they will!

Remove the pencil and look at the card. His fortune will have appeared...as if by magic!

## **FRUSTRATION!**

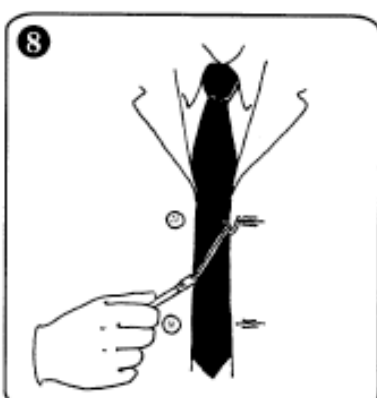
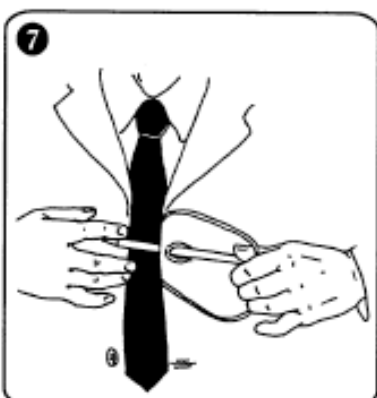
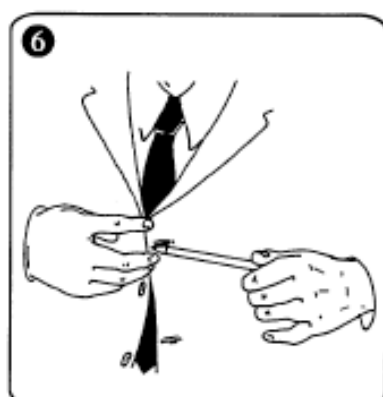
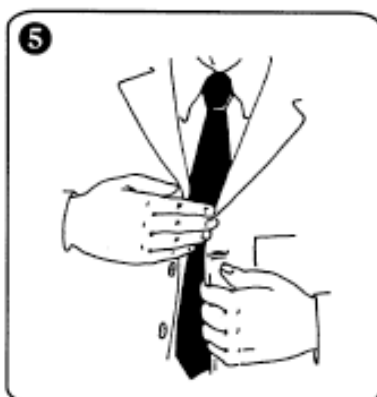
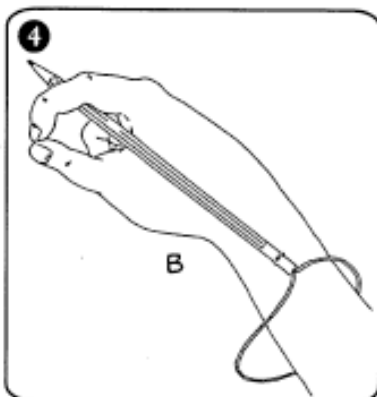
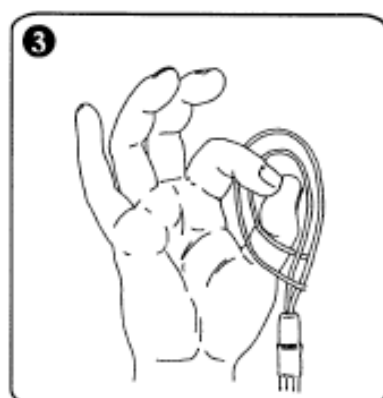
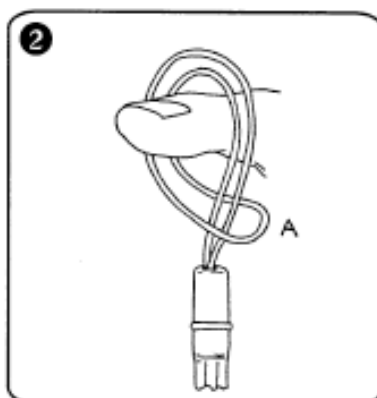
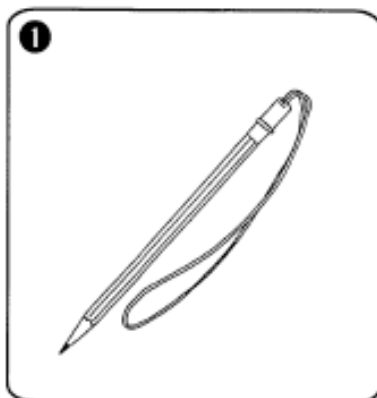
A pencil with a string attached is looped around the fingers of a spectator. The challenge is to remove the pencil without cutting the cord or breaking the pencil. It's fun to watch an entire group try to help! You'll probably need to show them how as this classic puzzle is tough to figure!

In order to put this puzzle onto a person's fingers, follow the diagrams below. First, make a loop with the string over the stick as in Figure 2 and put the spectator's thumb and forefinger through this loop. Have him touch the tip of his thumb to the tip of his index finger so as to form a circle (figure 3). The challenge now is to remove the stick from the hand without separating the thumb and index finger, breaking the pencil or cutting the string! Try it yourself before reading further.

To get the stick free, take the string at point "A" in figure 2 and pull the loop up over the hand and up the wrist far enough so you can pull the pencil out through the circle formed by your thumb and finger. Then pull the pencil and string down over your hand and off as in figure 4.

AN ADDITIONAL IDEA might include threading the pencil through a button hole as shown on the next page. This also makes a challenging problem!

You can make more of these puzzles! Just be sure that the loop of the string must always be slightly shorter than the length of the dowel (or pencil). The string must never be able to pass over the end of the dowel.





## **FUTURE FORECAST**

The spectator has a completely free choice of three cards set in front of him. In spite of this, the magician has successfully predicted his choice beyond a shadow of a doubt!  
Your audience will have no explanation for this one

In a small envelope you will find that the routine comes with three cards. On the back of one of the cards, you will find a large X.

On the small envelope, you will find a prediction of one of the cards.

Inside the envelope with the cards, you will find another card with a prediction of yet another of the three cards.

Begin the routine by simply saying that you have made a prediction of something that is about to happen. Remove the three cards from the envelope. Practice so that you don't show the prediction on the envelope or the prediction on the card in the envelope or the X on the back of one of the cards.

Now you will simply finish the routine in one of three ways. You can't lose. You will be right no matter which card the spectator chooses. If he chooses one card, you will show that it is the only card with the X on the back. You have predicted correctly.

If he chooses another, you will turn over the envelope and show the prediction matches the card the spectator chose.

If he chooses yet the third card, you will remove the prediction from the envelope showing that there is no other card in the envelope. Again you have been correct!

This routine really amazes even though it might seem simple to you as you read it!

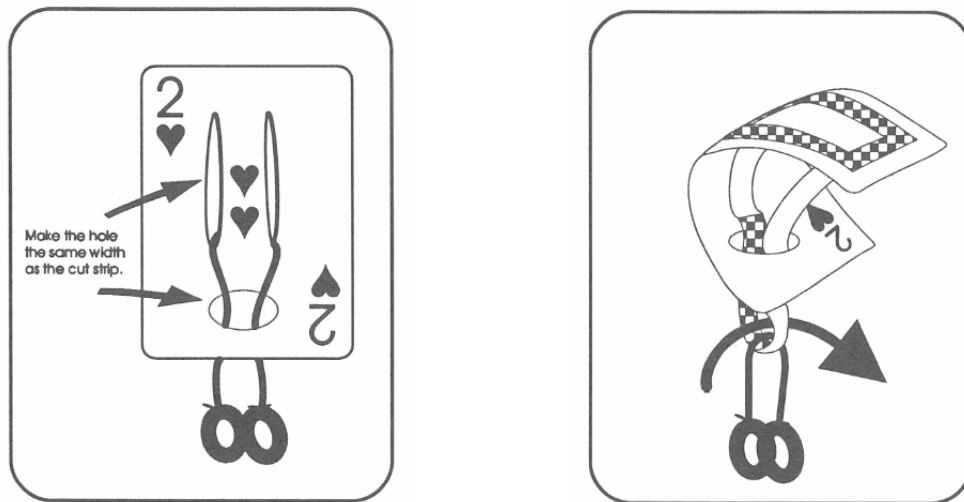
**REMEMBER NEVER REPEAT THE SAME ROUTINE FOR THE SAME AUDIENCE!**

## THE GENIUS TEST

As the story goes, this puzzle is used whenever one genius desires to marry another. If the other person is able to remove the rings from the puzzle without tearing the playing card, then their intelligence is definitely genius status. Can you do it?

You can once you know the secret!

The secret is shown at a glance in the drawings below.



To set up the apparatus, bend the top of the card down, then pull the strip through the hole as shown. Thread the rings through the strip, then straighten the apparatus. The result is shown above.

When the spectator gives up trying to free the rings, put the puzzle out of sight turning your back. Then show him that the rings are removed!

## GIANT BALLOON REINDEER

The GIANT BALLOON REINDEER requires four short balloons and four long balloons to successfully complete. Inflate all of the balloons being very careful NOT TO OVERINFLATE. Leave from an inch to two inches uninflated on the short balloons and two to three inches uninflated on the longer balloons before tying off the ends

.

Take one of the long balloons which will be the main part of the reindeer's antlers and at about 12" from one end twist one section to the right and the other section to the left. Put the twisted section under your arm to keep it from untwisting (fig. 1)

Now take one of the small balloons and twist it in the same manner to make two bubbles of equal size (fig. 2)

Bend and twist the groove in the short balloon around the groove in the long balloon until it looks like figure 3.

In the same manner, add a small balloon 12" from the other end of the long balloon. Then add two more small balloons only six inches from each end of your original long balloon. The result at this time should look like figure

Take the long balloon (the antlers) and place a twist right in the middle of the balloon (fig. 5). Put the twist under your arm to keep it from untwisting.

Take another long balloon and place a twist in it approximately 10" from the UNKNOTTED end of the balloon. This should look like figure 6.

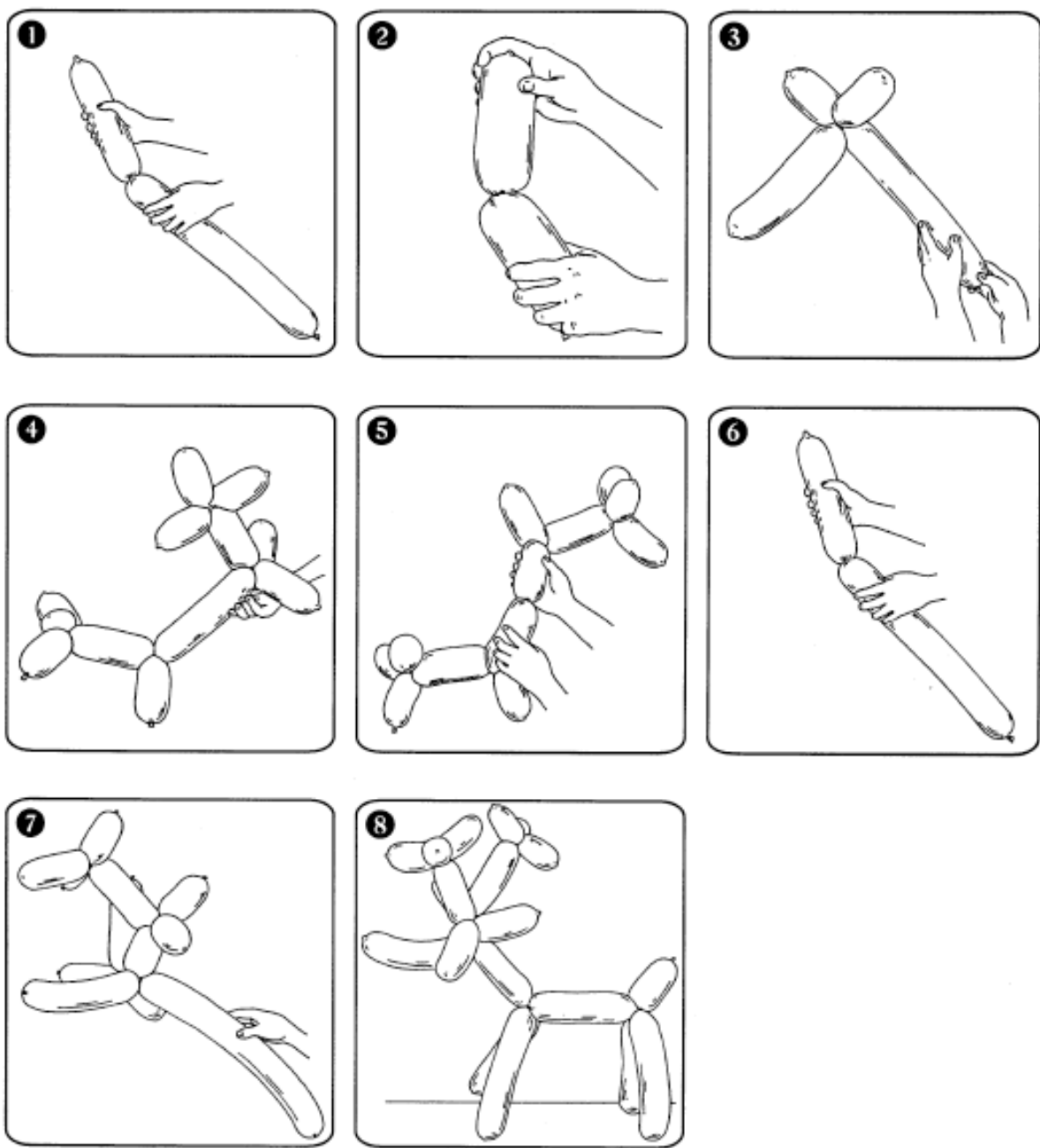
Place the twisted antler section into the twist you just made and twist them together (fig. 7)

Finally, take the remaining two long balloons and prepare to twist them in place for the legs of the reindeer.

Approximately 8" back from the antlers on the long balloon make a twist. Now take another long balloon and make a twist in it right in the middle of its length. Twist this long balloon into the twist you just made in the main body of the reindeer.

Then, 10" or so back from this first set of legs add the last long balloon in the same manner. This should leave a little tail on the reindeer.

Bend and shape the balloons until the reindeer looks like figure 8.



To order more balloons, please visit:

<http://www.larocks.com/balloon/balloons.htm>

You will need to purchase some 314 and 360 airship balloons. These balloons are inflated to 3" in diameter and 14" and 60" long respectively.

## GIANT FOUR CARD MONTE!

These giant cards make the magic more fun than ever! The audience tries to keep track of a certain card among four giant cards only to lose track of it three times. Finally<sup>4</sup> the magician shows that the card has completely disappeared – only to reappear in a most unexpected place!

In these directions, the four cards you receive will be referred to by the following letters:

**Card A/B** has two cards glued back to back. Side A is an odd colored card different from the rest of the cards. Side B matches Card C.

**Card C** is the match for side B of Card A/B.

**Card D** is a regular card matching the color of Cards B, C, and E.

**Card E** is a regular card matching the color of Cards B, C, and D.

When you get ready to perform this magic trick, the cards need to be in following order from front to back with the faces of the cards facing your audience:

Card A/B with side A facing the audience.

Card C behind Card A/B with its face towards the audience.

Card D behind Card C with its face towards the audience.

Card E behind Card D with its face towards the audience.

Put the cards in that order into the envelope that comes with the trick until you're ready to perform.

Note: This trick cannot be performed with anyone sitting directly behind you.

In performing this great magic trick, fan the cards in the above order so that your audience can see all of the faces.

## Giant Four Card Monte

Explain to them that this is an old game that people used to take money from unsuspecting victims. The people who played the game needed to keep track of the odd colored card (point to the A side of Card A/B to indicate the odd colored card).

Close the fan and pretend to turn over Card A/B. Actually what you will do is to turn over both Card A/B and Card C together so that the back of Card C will face the audience. Explain to the audience that the operator of this game always turned the odd colored card away from his audience to begin the game.

THIS IS THE ONLY SECRET MOVE IN THE ENTIRE MAGIC TRICK SO BE SURE YOU PRACTICE SO THAT YOU CAN TURN THE TWO CARDS OVER JUST LIKE THEY WERE ONE CARD. Fan the cards and you will see that only one card now has its back to the audience. People will assume that it's the odd colored card. You know better.

"Let's make it easy on you this time," you say as you remove Card A/B from the fan putting it back into the envelope.

**Be careful to not show the back of Card A/B while putting it into the envelope!**

Put the envelope to one side and show your fan again in which one card still has its back to the audience. Turn another card so that its back is also towards the audience. This will confuse them even more. Mix the cards and ask the audience which card they believe to be the odd colored card.

Whichever one they pick, show them that Its NOT and put the card they chose on the table. You still have one card of the two cards left with its back towards the audience. Turn the other card around too and mix the cards.

Ask them again which card they believe now is the odd colored card. Show them that again they would have lost money and put that card on the table.

Now...pretend to mix up in your hand the only card still left. Smile as you ask the audience which card they believe now is the odd colored card. Explain that at this point in the game most people would bet all of their money on this one single card. Of course... again for the third time show the audience that they would have lost money!

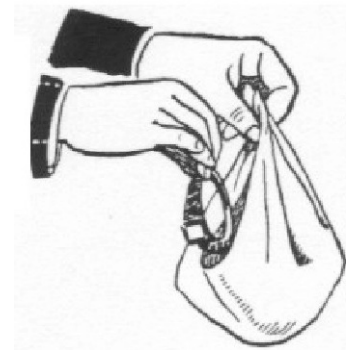
The odd colored card is completely gone! Where could it be? Let your eyes look around the room. Failing to see the card, suddenly act like you got an idea and check the envelope. Pick it up so that when you open the envelope and pull the card out, Side A of Card A/B faces the audience!

THANK THE AUDIENCE putting the cards into the envelope so that they won't be examined!

## THE HAUNTED HANDKERCHIEF

Is this handkerchief haunted? Anything wrapped up in the handkerchief will disappear! You can make money, rings, even forks and spoons disappear! It's baffling!

Examine closely the special handkerchief supplied with this routine and you will notice that it actually is two handkerchiefs sewn together. There is an 'opening' on one side that allows you to reach in between the two handkerchiefs.



In order to use the handkerchief to make an item disappear, bring the four corners of the handkerchief up into your right or left hand so that the handkerchief forms a bag.

Take the item you wish to vanish and place it into the handkerchief actually placing it into the opening between the two handkerchiefs.

Someone can actually now feel the items in the handkerchief right up until the disappearance.

Shake the handkerchief out and show the handkerchief on both sides. The item appears to have disappeared.

Be sure to keep track of the opening from the beginning of the routine so that when you open the handkerchief the opening remains at the top and the item can't fall out!

After you've vanished the article, put the handkerchief away and go on with another trick!

ADDITIONAL IDEAS might include having identical articles and vanishing one item only to find the article having "re-appeared" in the place where you put the duplicate before the routine even started. In this way, people would not be quite as interested in the handkerchief following the routine as they might be if you only used it to vanish an article.

If you choose to make your own handkerchief, select a dark colored bandana style handkerchief and sew two of them together on three and a half sides. One half of one side will be left open so that you can drop items into the bag formed by the two handkerchiefs being sewn together.

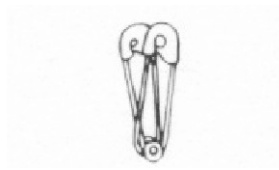
**REMEMBER NEVER REPEAT THE SAME ROUTINE FOR THE SAME AUDIENCE!**

## THE HAUNTED PINS

Two gold safety pins are shut and placed in a spectator's hand. Even though the hand is closed, suddenly the spectator admits to feeling the safety pins trying to open themselves in his hand! When the hand is opened, the pins are now open. The spectator feels it happen!

Take the two safety pins supplied and open them for the spectator to examine carefully. As you go to shut them, you must learn to perform the following procedure without looking at the pins. You must focus your attention on what you are saying -- keeping the spectator engaged by your words about the pins.

You will secure the pins so that the pointed end of each pin is under the head of the other pin.



To get into this position, hold both pins open with the pointed ends pointing to the right. Hold the pin in your right hand by the head and pin in your left hand by the circle spring at the bottom of the pin.

Place the pointed end of the left hand pin into the head of the right hand pin aligning the two circle springs at the bottom of the pins one on top of the other (the left hand pin's spring is on top of the other pin).

Hold the two circle springs between your left hand's thumb and index finger with the thumb on top. Now use your right hand thumb and index finger to close the pointed end into the head that remains. The thumb pushes on the pointed end while the index finger pushes on the head.

Holding the pins tightly in this position, place them in the spectator's hand -- closing his hand around the pins and telling him to hold them tightly.

Have the spectator loosen his fist a little and he will feel the pins twist and open right in his hand!

OTHER IDEAS might include talking about your trained flea. Talk about the fact that he is the strongest flea in the world. . . able to open not just one safety pin...but two! Then demonstrate!

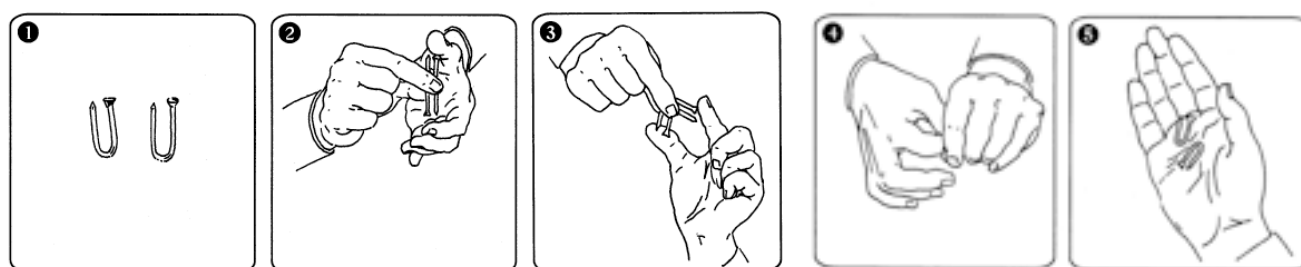


## HERCULES OUTDONE!

Now you can pick up two nails and bend them in your bare hands! Your audience won't believe it as they see the nails bend between your fingers! Then just reach out and place the bent nails in their hands. They won't be able to bend them!

As you examine the props for this routine, you will notice that you receive two bent nails.

You will need to learn how to hold them between your two fingers like in the drawing. Line them up so that they look like two straight nails. Your thumb and index finger hides the joint where the two nails meet at their centers.



You can get into this position by having one nail in each pocket. Reach both hands into your pockets to get the nails. Bring out the one from your left pocket with your thumb and index finger holding the center and the points of the nail pointing DOWNWARD.

At the same time, remove the nail from your right pocket with the center held between your thumb and index finger with the points of the nail pointing UPWARD.

Bring your hands together with the back of your left hand towards the audience and place the nail in your left hand beneath the nail in your right hand so that you have gained the position shown above.

You must practice getting into this position without fumbling and while you are talking about your unbelievable muscle power to help distract attention.

Once you have the nails in position, use your other hand to put your index and thumb on the top and bottom of the nails and begin to act as though you're bending them.

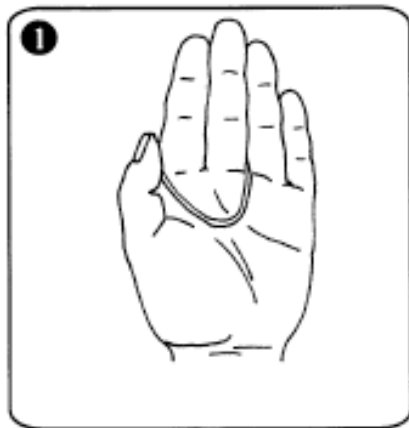
After bending them just a little, put them both into one hand and continue to squeeze them. Finally drop them onto the table in their totally bent condition! Pick up one of the nails and put it back into your pocket but let them try and bend the other one. You don't want them to have both nails in their hands to experiment with how to hold them.

This trick contributed by Tom Ogden of Hollywood, California. Used with permission.

## THE HOUDINI RUBBERBAND

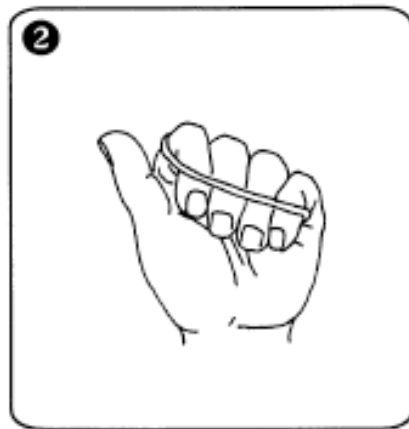
As the story is told a rubberband (representing Houdini) suddenly disappears and reappears in a most unexpected manner. The disappearance of the rubberband is sudden and very visual!

Before trying to learn the story, learn the necessary moves using the rubberbands.



Place a rubberband around the first and second fingers of one of your hands. Hold the hand up with its back toward the audience, the fingers extending upward. The rubber band should be loose enough for a small part of it to hang down on the palm side (figure 1).

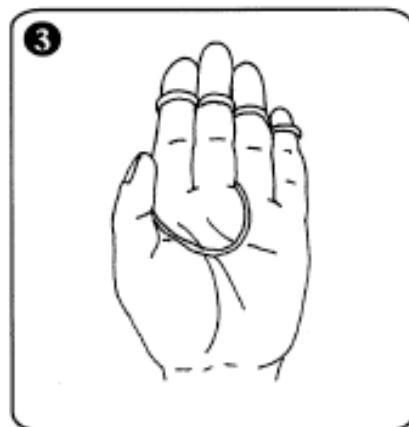
With the other hand, snap the palm side of the rubber band once or twice. When you are about to snap it again, pull the band out and curl the fingers toward the palm so that they are all within the rubberband as in figure 2.



Your hand should now be held in a fist with the back of your hand facing upwards. Don't show the audience that the band is now on your fingers. Only show them the front part of your fist and it will appear as though the rubberband is still around just two fingers.

Now straighten your fingers. Don't spread your fingers as you open your hand. Don't pull any of your fingers out of the rubberband. Instead simply push the rubberband off your fingers by opening your hand.

The rubberband will leave your first two fingers and be wrapped around your third and fourth fingers.



You can make this even more mysterious by using another rubberband. After having the first rubberband in place at the base of your first and second finger, take the second rubberband and loop it around the tips of the fingers so that it ties the fingers together as in figure 3. Now it certainly appears as if it would impossible for the rubberband to jump like it did in the first part of this routine. However, try it just like before and you will find that the first rubberband can jump just like before!

If you have learned how to make the rubberband jump in the above routine, you're ready to move on and learn

the story about the man who could escape from anything!

Before telling the story, hide a rubberband secretly so that only you know where it is. Do this without the audience knowing anything about this rubberband. Then you can begin your story.

"Once upon a time there was a great magician by the name of Houdini (show a rubberband and place it around the first and second fingers of your hand). This rubberband will be Houdini. Whenever Houdini came to a town, he would go up to the sheriff and tell the sheriff that he could escape from the town's jail. This would usually offend the sheriff and he would make Houdini prove his boast!

Houdini Rubberband, The

Houdini would be placed in one of the Jail cells while a committee would be in the cell right next to him (put about four rubberbands around the third and fourth fingers of your hand next to the Houdini rubberband).

Then the sheriff would lock the jail doors (wrap another rubberband around the tops of your fingers Just like you learned earlier in the routine).

Houdini would first stretch his muscles (here pull the rubberband like you snapped it before inserting your fingers into the band so that it's ready to jump).

While the people watched suddenly Houdini would disappear!

(Open your hand and Houdini will appear to disappear. You know that he really just jumps to the third and fourth fingers and blends into the rubberbands already there.)

He would then reappear in the strangest places. Remove the rubberband from where you secretly put it before starting this routine. Houdini has returned!

OF COURSE, you would not show your audience the jumping rubberband before showing them the Houdini rubberband. The Houdini rubberband needs to be done by itself for maximum impact.

## KEYBENDER

A key is shown and examined. A spectator holds it away from anything that might affect it. Nevertheless, as the magician concentrates, the key bends! Again, the spectator examines the key but can't bend it back no matter how hard he tries!

With this routine, you receive a bent key, a straight key on a key ring, and a handkerchief.

As you begin the routine, have the handkerchief laying on the table. Reach into both pockets at the same time and remove the key ring with the straight key from your left pocket and have the bent key secretly held in your right hand.

Toss the key ring on the table and have the spectator take off the straight key. While he is doing this, you pick up the handkerchief, unfold it and spread it over the palm of your right hand putting the handkerchief RIGHT OVER THE BENT KEY that is still in the palm of your right hand.

This is not difficult to do since the spectator is still busy taking the key off the key ring.

Reach over with your left hand and take the key from the spectator and place the key on the handkerchief RIGHT OVER THE BENT KEY which is of course under the handkerchief.

Reach over with your left hand and grip both keys with your thumb on top and your fingers under the handkerchief.

Now lift the handkerchief away from your right hand and flip your left hand over. Now your left thumb is on the bottom of the handkerchief and your fingers are on top.

Lay the keys back on the palm of your right hand. However, now the straight key will be on your palm and the bent key will be inside the folds of the handkerchief.

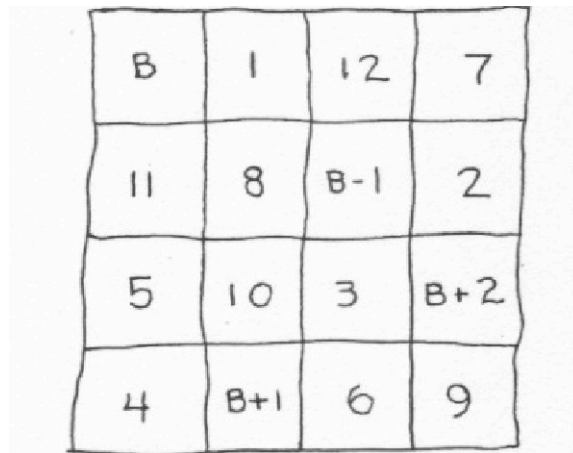
Reach around with your left hand and gather the ends of the handkerchief -- lifting the handkerchief up and away from the right hand forming a handkerchief bag with the bent key inside. While you are doing this, reach with your right hand (which still has the straight key) and pick up the keychain placing it back in your pocket -- leaving the straight key with it.

Have the spectator feel the key in the handkerchief. Ask him if it's getting hot yet. Concentrate and then show him the bend in the key! Its unbelievable!

## MAGIC MEMORY SQUARE

A two digit number is freely selected by someone in the audience. Suddenly, the magician turns around and draws a four by four grid on the blackboard writing numbers in each of the sixteen boxes. When he is done (only seconds later), it is seen that each row (both horizontal, vertical, and diagonal) add up to the selected number. In fact, the selected number is found in fifteen different places within the grid! It looks impossible until you know the secret!

Any person selects a number between 24-100. It might be their age or the sum of the birthday, month, and year (which would make it special for them). Then you use the basic grid given below to help you build the square.



B	1	12	7
11	8	B-1	2
5	10	3	B+2
4	B+1	6	9

The first square with the letter B is the basic square. You obtain the number for this square by subtracting 20 from the number they give you from the audience. Then you fill in the rest of the squares exactly as above with the exception of certain squares when you either add 1, or 2, or subtract 1 from the number you placed in square B.

It's as simple as that!

After you do the square show them that the horizontal, vertical and diagonals all total the number they selected. You will also find that the four squares in the corners all total the number they selected as well as the middle four squares. The two middle squares at the top added to the two middle squares at the bottom total the number as well as the two middle squares on the each side when added together total the number given by the audience!

Don't build two squares for the same audience however or they will see that most the squares are the same.

## MINDREADING CARDS

Imagine demonstrating the ability to tell someone a number they have only thought about and have never told another person! You can demonstrate this easily with this special deck of mindreading cards.

Carefully use a scissor to cut apart the seven cards that come with this routine.

Have a person think of any number from 1 to 100 but not to tell you. Instead you want him to look at the seven cards and hand you any card that HAS his number on it.

This last instruction is very important to make clear! They are to hand you the cards on which they DO see their number.

As they hand you the cards one at a time, you do the only secret move in the routine. You add together the numbers on the cards that appear in the upper left hand corners.

3				
4	28	52	76	100
5	29	53	77	
6	30	54	78	
7	31	55	79	
12	36	60	84	
13	37	61	85	

7			
64	76	88	100
65	77	89	
66	78	90	
67	79	91	
68	80	92	
69	81	93	

When you add those numbers together, you will know the number that they're thinking about! It works automatically!

When you know the number, don't tell them the number right away. Instead have them concentrate and you concentrate and then slowly reveal the number as though you're picking the thought right out of their mind.

Have fun!

**REMEMBER DON'T REPEAT THE SAME ROUTINE FOR THE SAME AUDIENCE!**

Card A	1	11	21	31	41	51	61	71	81	91
	3	13	23	33	43	53	63	73	83	93
	5	15	25	35	45	55	65	75	85	95
	7	17	27	37	47	57	67	77	87	97
	9	19	29	39	49	59	69	79	89	99
Card B	2	11	22	31	42	51	62	71	82	91
	3	14	23	34	43	54	63	74	83	94
	6	15	26	35	46	55	66	75	86	95
	7	18	27	38	47	58	67	78	87	98
	10	19	30	39	50	59	70	79	90	99
Card C	4	13	22	31	44	53	62	71	84	93
	5	14	23	36	45	54	63	76	85	94
	6	15	28	37	46	55	68	77	86	95
	7	20	29	38	47	60	69	78	87	100
	12	21	30	39	52	61	70	79	92	
Card D	8	13	26	31	44	57	62	75	88	93
	9	14	27	40	45	58	63	76	89	94
	10	15	28	41	46	59	72	77	90	95
	11	24	29	42	47	60	73	78	91	
	12	25	30	43	56	61	74	79	92	
Card E	16	21	26	31	52	57	62	83	88	93
	17	22	27	48	53	58	63	84	89	94
	18	23	28	49	54	59	80	85	90	95
	19	24	29	50	55	60	81	86	91	
	20	25	30	51	56	61	82	87	92	
Card F	32	37	42	47	52	57	62	99		
	33	38	43	48	53	58	63	100		
	34	39	44	49	54	59	96			
	35	40	45	50	55	60	97			
	36	41	46	51	56	61	98			
Card G	64	69	74	79	84	89	94	99		
	65	70	75	80	85	90	95	100		
	66	71	76	81	86	91	96			
	67	72	77	82	87	92	97			
	68	73	78	83	88	93	98			

## MONEY TO WEAR

With a borrowed dollar bill and a few folds, you are able to return the bill to the spectator in the shape of a ring... perfectly fitting on the spectator's finger!  
It's easy once you know how!



figure 1

Fold in half



figure 2

Fold in half



figure 3

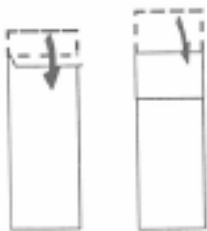


figure 4 & 5

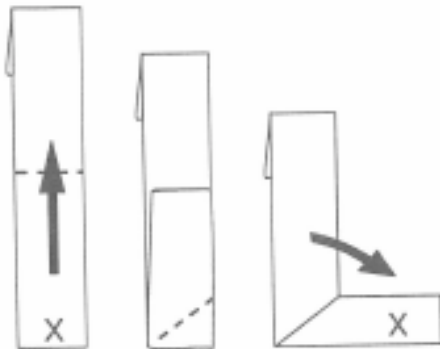


figure 6,7&8

Use as crisp a dollar bill as possible. Make sure the creases are sharp. Begin by holding the bill with Washington's picture uppermost fold in *only the upper white border*, figure 1.

Fold the top half down, figure 2. Then fold the bill in half again, figure 3. Turn the bill lengthwise and fold down the white border of the bill as in figure 4 then fold down the top 3/4", figure 5. this is the portion with the word "one." The "one" will later be the setting in the ring.

Turn the bill over, figure 6 and fold the bottom 2" up in the direction of the arrow. The result is shown in figure 7. We will refer to this 2" section as flap X. If this section is folded longer than 2" the ring will fit a smaller finger. A few tries will show you how to size the ring by the length of this flap X.

Fold flap X along the dotted diagonal line in figure 7 to the position shown in figure 8.

Turn the bill around and place it against your left forefinger, figure 9. The top section of the bill is brought around behind your forefinger and up in front, in the direction of the arrows. The result to this point is shown in figure 10.

With the bill in the position of figure 11, release the portion with the "one" so that it flips up, figure 12. Now bring flap X over to the right in the direction of the arrow in figure 13. The result is shown in figure 14.



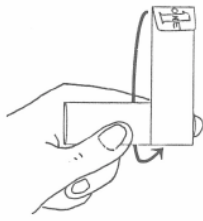


figure 9

Bring the portion with the setting down in the direction of the arrow in figure 11. the white margin is then tucked in as shown in figure 13. Flap X is then brought inside the ring and tucked into the diagonal pocket shown in figure 14. The result is the ring shown in figure 15.

ADDITIONAL IDEAS might include folding a bill ahead of time so that when it comes time to make the bill, you can follow the creases and make the ring faster.

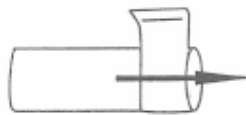


figure 10 & 11

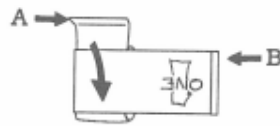


figure 12 & 13



figure 14 & 15

## OFF THE WALL

The blindfolded magician has a spectator arrange a tissue, a watch, and a pair of glasses on a table in any order he might choose. After mixing the items, the spectator is told to pick up the item at the left end of the row and throw it against the wall! Fortunately, it was the tissue! Then the spectator picks up the other two items and the magician correctly tells which hand has which article!  
This can even be done over the phone!

There are only three instructions to memorize in order to make this puzzling routine work every time!

After the spectator has placed the articles on the table in any order he might choose, tell him to do the following:

- 1) Exchange the watch with the item on its RIGHT. If there is no item at its right, leave the watch where it is.
- 2) Exchange the tissue with the item on its LEFT. If there is no item at its left, leave the tissue where it is.
- 3) Exchange the pair of glasses with the item on its RIGHT. If there is no item at its right, leave the glasses where they are.

No matter what the original order of the articles were, if those instructions are followed, the tissue will always end up at the left end of the row! That's the one you have him throw against the wall.

Have them take the item at the left end of the row (the tissue and throw it against the wall.

Next have them take the smaller of the two items left on the table and hold it in their left hand (the watch) and the larger one in their right hand (the glasses).

Now you can tell them that the watch is in the left hand and the glasses in the right hand!

AN ADDITIONAL IDEA might be to try and humorously explain how the trick works by telling the audience that you listen very carefully when the article is thrown against the wall. If there is no breaking glass or crunching plastic, then you know it's the tissue. The rest is easy!

## THE OUTLAWS

While telling a story of two robbers and their loot, the robbers suddenly disappear from one hand and appear in the other while their loot disappears into safe hiding.

The story is fun to tell and the magic is easy to do!

As you begin to tell your story, lay five of the pennies out on the table in a straight row. Hold each of the two remaining pennies with one in each hand.

Begin your story with introducing the robbers. "This is the story about two bank robbers (gesture with your hands so that the audience knows that these pennies are the bank robbers) and five bags of money." Point to the five pennies on the table to indicate that these are the money bags.

"The robbers stole the money and went to hide in a farmer's barn to divide the loot. There was one bag for this robber and one for the other." As you say these last words, pick up the pennies STARTING WITH YOUR RIGHT HAND, Alternate hands in picking up the pennies until all the pennies have been picked up from the table.

"Suddenly, the robbers heard a noise! Fearing that it was the police, they quickly put the money back." Now put the pennies back on the table.

BEGINNING WITH YOUR LEFT HAND alternating hands until there are five pennies back on the table.

The audience will believe that you now have a robber penny in each hand. Only you know that you really have two pennies in your right hand and no pennies in your left hand. Don't open your hands at all instead continue with your story.

"The robbers soon realized that the noise was just the farmer walking by the barn. So they divided the loot again."

Again pick up the pennies on the table BEGINNING WITH YOUR RIGHT HAND. Alternate hands until all five pennies have been picked up.

"Suddenly, the police burst into the barn and cornered the two robbers! Where's the money?" the police asked. The two robbers answered, "We don't know!" As the robbers speak, spill the two pennies out of your left hand to indicate that these are the robbers.

"The police didn't believe the robbers at all and searched the barn until they found the five bags of money in one of the corners." With this last statement, spill the five pennies out of your right hand to show the bags of money. This will be quite a surprise to your audience!

## PEN THRU COAT

Imagine taking a person's coat and poking a ballpoint pen right through the material!  
When you pull it out, the coat is as good as new!  
You can do this trick with the pen we supply!

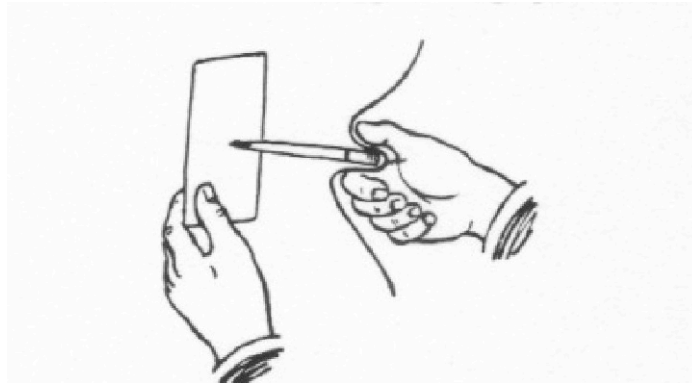
Take a spectator's jacket and hang it over the back of an open-backed chair. The back of the jacket faces the audience. You are holding the pen in your right hand and a piece of two-ply folded newspaper in your left.

Talk about how nice a jacket it appears to be. You'll test it to see how good the material really is.

Show the pen and indicate how you will first push the pen through the jacket. Demonstrate by putting the pen behind the jacket and pushing your index finger against the material as though it were the pen.

Also, explain that you will then push the pen through the newspaper. Demonstrate by taking the pen and simply poking it through the newspaper and withdrawing it again from the back of the paper you hold.

Now clip the pen with your left thumb and hold it against the back of the piece of newspaper. Without hesitating move your right hand (which is now empty) behind the jacket and at the same time move the newspaper to the front of the jacket over the spot where you'll supposedly push the pen through.



The pen is now grasped with your right hand through the cloth. The cloth is pulled back in order to accomplish this. With a sudden movement, the pen is moved forward through the paper and removed. The paper however is clipped by the right hand through the material of the jacket. The paper is now slowly zipped away piece by piece to show that the jacket has survived the ordeal! It must be good material!

## PHONEY MINDREADING

Imagine being able to read someone's mind over the telephone! That's what you appear to do here as you get a friend on the phone and ask him to take a deck of cards -- choosing a card from one half of the deck. You are able to tell him exactly which card he picked!

You can even do this long distance! You'll drive a friend crazy with this one!

After calling your friend, have him take out his cards, shuffle them and deal out two heaps. He is to be sure that there is the same number of cards in each pile. He does not need to use all the cards.

After he has done this, he is to place the unused portion of the deck to one side. We won't be using it again.

Now tell him to lift of some cards from the left hand heap and note the bottom card of the cut off portion. He then places this portion on the right hand heap.

There will still be some cards remaining in the left hand heap. Have him call them off to you over the phone. As he does this, list the cards on a piece of paper using abbreviations for the cards. List them one under the other.

"I'm sorry," you say. "Your card is in the other pile isn't it. Please read me those cards starting at the top of the pile."

Now list these cards under the ones you have listed already.

When he finishes count the number of cards he has called to you. The card he chose will now always be at a position in the list that is half the total number of cards. For example, if he called out 24 cards, his card would be the twelfth in the list.

Don't tell him right away. Instead have him concentrate. First get the color, then the suit, then the number of the card. You can bet that he'll look over his shoulder to see if somehow you're looking in his window!

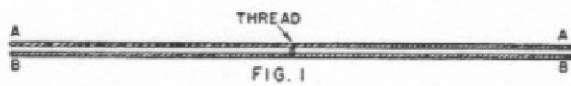
## SAWING A PERSON IN HALF

Two spectators help to tie ropes around the waist of a third audience member. As the ropes are pulled, the spectator can feel them tighten around his waist!

Yet when the ropes are pulled quickly, they visibly melt right through the waist of the volunteer! Easy to do! It looks impossible!

With this routine you receive two long pieces of rope and some white thread. When you use up the thread that comes with this routine, any thin white thread will work.

Before presenting this routine take a piece of thread and tie it around the center of both ropes as in figure 1.



Now fold the ropes so that both ends of the same rope are together as in figure 2. The ropes are held together by the thread. Place this rope on your table.

When you're ready to perform, get three people up to help you. Pick up the rope from your table so that the thread holding the ropes together is concealed by your hand. The ropes are still in the condition pictured in figure 2 above.

Stand behind the person you're going to saw in half and have a volunteer stand on each side of him. The thread as seen in figure 2 above is now hidden by the volunteer's body. Hand one end B to the volunteer on that side and one end A to the other volunteer and ask them to tie a simple overhand knot around the waist of the person you're going to saw in half. This tying of the knot will unknowingly cause them to exchange their ends with each other.

After they have tied the simple knot give each of them another end of the rope you're still holding. The other A end goes to the person you gave the A end to before and the B end goes to the person you gave the B end to before.

Have them pull on their ends and the thread will break and the ropes will appear to pass right through your volunteer!

## **SIMPLY MINDREADING**

Anyone in the audience removes an American coin from their pocket. It can be either a penny, quarter, nickel, or dime. They have a totally free choice. You ask them to concentrate on the name of the President that appears on the coin. Letter by letter you successfully tell them their thoughts even though there is no way you can see the coin!

Have a spectator remove an American coin from his pocket and look at the President's picture on the coin. Remind him as to who is on which coin. Roosevelt is on the dime, Lincoln is on the penny, Washington is on the quarter, and Jefferson is on the nickel.

Only use the last names of the Presidents as you remind the spectator whose picture is on each coin. The reason for this will be apparent as the routine progresses.

For the routine to work you need only remember the letters N-I-L in that order.

Close your eyes and pretend to think psychic thoughts. Then say, "The President you are looking at -- his name contains the letter N." If the spectator says no, reply, "I meant that his first name, Franklin, contains two Ws. His name is Roosevelt." You will be correct.

If the spectator says yes to N, say, "there's also an L" If the spectator says no, reply, "I meant that you see only one eye because he's standing sideways in the picture. It's President Jefferson, isn't it? You will be correct.

If the spectator says yes to I, say, "I see what look like an L." If the spectator says no to L, reply, "Now that I think of it, that L is really the number one, which stands for our first President, George Washington." You will be correct.

If the spectator says yes to L, say, "The letters N, I, L are really the first three letters of his name in reverse order. You're thinking of Abraham Lincoln aren't you?" You will be correct.

As soon as you get your first NO answer, you know the name of the President.

**NEVER REPEAT THE SAME ROUTINE FOR THE SAME AUDIENCE!**

## SOAP ON A ROPE

A bar of soap with a hole through it hangs around your neck knotted onto a rope. You tell the story about the frustration of washing your feet with such a short rope when suddenly the soap melts right off the rope! It looks like the soap comes right through the rope! The audience can examine both soap and rope at the end and find no trace as to how you did it!

Start by showing the soap tied on the rope. Untie the top knot, unloop the rope, and remove the soap. After explaining about how the rope keeps you from losing the soap in the shower, tie the soap back on the rope.

**The following moves must be practiced until you can do them smoothly and deliberately without hesitation!**

Hold the soap upright with your left hand, fingers at the front around the left edge and thumb at the back just above the center hole. Take one end of the rope with your right hand and push it through the hole from back to front. Draw the rope out until the two ends hang even at the bottom. Move your right hand, with it palm toward you, down about two inches below the bottom of the soap. Bring that hand around BOTH PARTS of the hanging rope, so they hang down through your fingers.

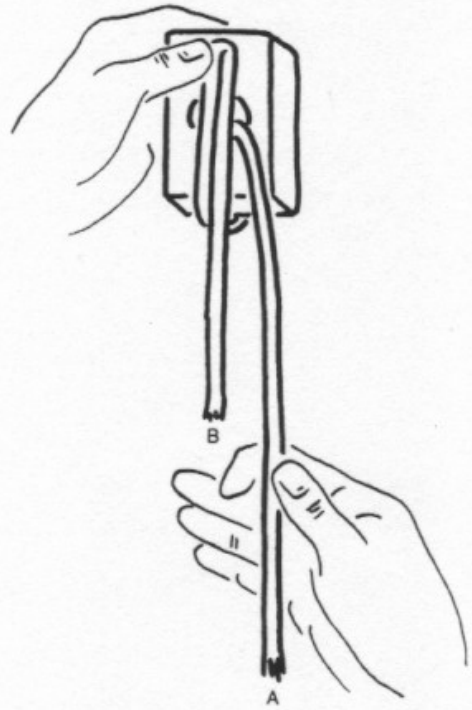
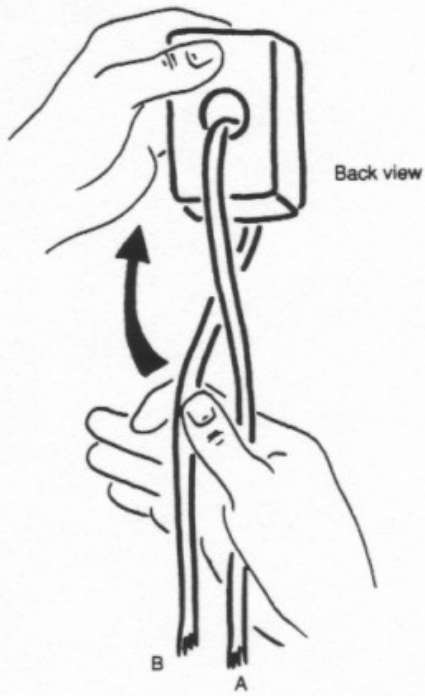
Grip the part of the rope that hangs down from the FRONT of the soap between your right thumb and first finger and move your right hand straight up against the back of the soap to just above the center hole. This forms a little loop across the top of your right first finger. Put that Loop under the tip of your left thumb and hold it with that thumb against the back of the soap.

Leave that part of the rope hanging and slide your right hand back toward you along the OTHER PART of the rope to the end of it. Take that other end around the loop and push that end from back to front through the left side of the hole in the soap. Pull the end out through the hole to the front until it draws the little loop into the hole. Continue to pull that end GENTLY forward until the little loop is jammed inside the hole.

Bring both ends of the rope to the top, tie them with a knot, and put the loop over your head so the soap hangs on the rope in front of you. Joke about the problem of trying to wash your toes while the soap is tied around your neck.

Take the bar in your right hand. "Of course, you could just use magic," you say as you pull the bar OUT TOWARD THE RIGHT, away from the rope. It will come free, leaving the tied loop around your neck!





## SPOOKY SLATES

Two slates are shown blank on both sides. They are placed face to face with a piece of chalk placed between them. When the slates are held up to the ear of a spectator, they can actually hear the chalk writing! When the slates are separated, a message of your choice appears on the slates! It's a great way to send a special message!

The secret to this great routine is to learn how to apparently show both sides of the slates clean while hiding the message on one side of a slate.

These instructions will first tell you an easy way to do it and then a more advanced method. Both will fool your audience if performed with confidence.

Write a message on one side of a slate and place that slate down on the table with the writing face up. Place the other slate on top of the first slate so that the message is hidden between the two slates. Pick up the slates together in one hand with the secret writing on the bottom slate hidden between the two slates. You should hold the slates with your thumb on top and other fingers underneath. You should grip the slates on one of its longer edges. The long edge you grip should be the closest edge to your body. In your other hand, you have the eraser.

Wipe the top slate in your hand and then turn your wrist and wipe the one side of the lower slate. Then turn your wrist back to its original position with the thumb on top.

Reach over the top of the slates around to the front with your free hand and grip the front edge of the lower slate pulling it forward and away from the upper slate. At the same time that you're pulling the slate out, you let the long edge of that slate closest to you fall down towards the table. You flip this lower slate writing side down onto the table.

Finish up by using your eraser to wipe both sides of the slate remaining in your hand -- letting it flip down onto the slate that's already on the table.

Take a piece of chalk and place it on the upper slate lifting the upper slate off the table. Take the other slate and lift it off the table (keeping the writing face down) and place it on top of chalk so that the chalk is now between the two slates.

Wait a while and then lift off the top slate (remember that the writing is on this slate so keep the writing face down) and check to see if the chalk has done any writing yet.

Of course, you won't see any writing on the lower slate. Replace the top slate back over the chalk and hold the slates up to someone's ear. Ask if they hear anything.

As you raise the slates up to their ear turn both slates over in your hand so that the lower slate is now on top.

Hold it by their ear for a little while and then use your fingernail to gently scratch on one of the slates. It will sound just like the chalk is beginning to write!

Act excited and look again. Because you turned the slates over, the writing will now be face up on the lower elate!

The secret to these moves is acting like nothing is happening while you are cleaning the slates. Don't act suspicious or stiff. You are just cleaning some slates getting ready for a spooky experiment. In the mind of the audience, the magic doesn't really begin until the slates are put together with the chalk between. Only you know that at that point the work is over.

Don't make a big deal out of showing both sides of the slates...just clean the slates!

Practice, practice and practice again until you don't need to think about what you are doing, and then you'll be able to do it casually and no one in your audience will become suspicious. Remember that they don't know what's going to happen until you've put the chalk between the slates and the dirty work is over.

AN ADDITIONAL IDEA might be to introduce your trained flea. show him on the palm of your hand and then after putting the slates together, slip the flea between the slates and pretend like it's the flea that's writing the message!

## **AN ADVANCED METHOD**

This method is not necessarily better than the first method it just requires more practice and careful thinking to do it right.

Begin by writing your message on one side of one slate using only the lower two thirds of this slate. In the upper write hand corner put the number 1.

Put this slate on the table with the writing face up and put the other slate on top of it. In figure 215, the message is actually the spectator's shirt size, 15" X 33".

When ready to perform, hold the slates with the blank slate on top and show the top surface openly writing the number 1 in the upper-left corner as in figure 216. Show the number to the audience.

Turn both slates over end for end in the direction of the arrows shown in figure 216. Write the number 2 in the upper left hand corner of this slate and then show this number to the audience.

Slide the top slate off the other slate (figure 218) and place it underneath the other slate so that the number 2 shows above the front slate. Then write number 3 on the upper surface as in figure 219. Show the audience what you've written.

Now put the top slate back underneath the other slate so that 2 and 3 show as in figure 220. Again show the audience what is there. Be careful to not expose the secret writing.

An important move comes into play at this point. Turn both slates over end for end to the situation shown in figure 221, but do so in such a way that only you can see the slates where a 1 shows on both slates.

Take your chalk and make the 1 on the top slate into a 4. Also make sure that this slate that now has a 4 completely covers the writing on the lower slate. Now turn and show the audience that you have a 1 and a 4 (figure 222) on one side of the slates and the 2 and 3 on the other.

Square up the slates and proceed with the routine as explained above. You have numbered all four blank surfaces of the slates. If you have practiced these moves enough so that you act casual and confident rather than stiff or nervous, they will have no reason to suspect that writing exists on one of the surfaces.

Now you can proceed with the routine as described above by placing the chalk between the slates and revealing your message.

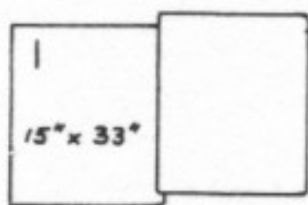


Fig. 215

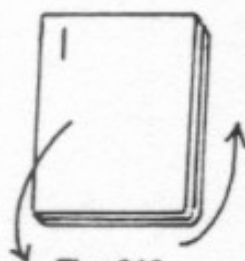


Fig. 216



Fig. 217

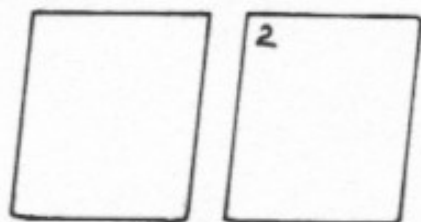


Fig. 218

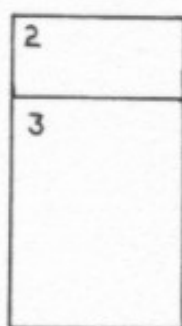


Fig. 219

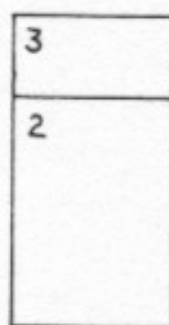


Fig. 220

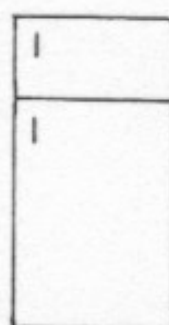


Fig. 221

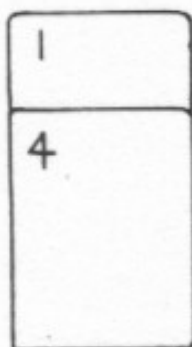


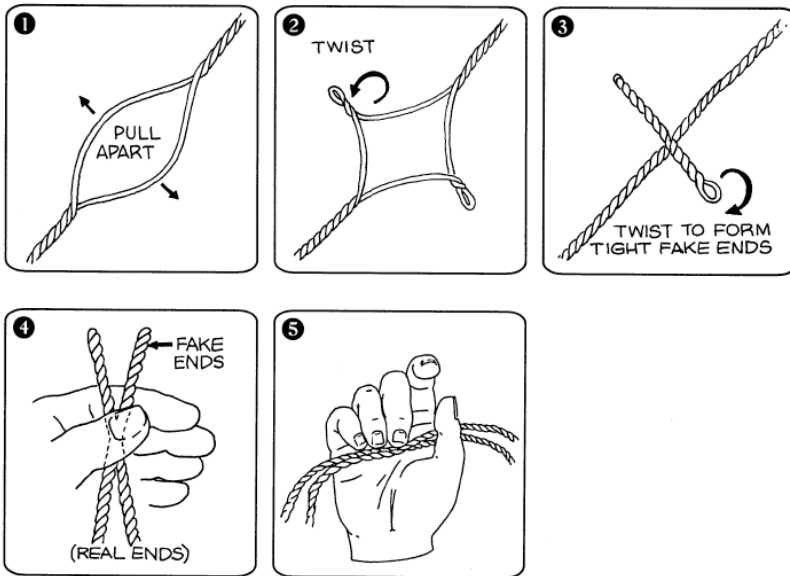
Fig. 222

## STRING SENSATION

Two pieces of string are shown and placed in a spectator's hand. As you pull on the ends of the string, the spectator will feel the string actually join together in his hand!

It feels eerie and unbelievable!

The string can then be left with the spectator as a souvenir of this weird experience!



Look carefully at the string supplied with this routine. You will notice that the string is really a whole bunch of little strings wrapped around each other.

Before you perform this great trick...find the middle of one of your strings and use your hands to loosen the little strings by twisting your fingers in opposite directions so that the little strings become loose.

Take half of the little strings in each hand and gently pull them apart. When you let the little strings go, you will find them springing back and making what looks like two ends in the middle of the long piece of string. Twist the two fake ends you've just made so that they are each tighter looking.

Hold the string between your thumb and index finger so that your fingers hide the secret joint you've just created. It should now look like you're holding two pieces of string.

Lay the fake ends in the hand of your friend and close his hand around the ends so that he doesn't see the joint. The other ends of the string should hang out either side of his hand.

Pull on the ends of the string hanging out of his hand and he will feel the other ends come together in his hand! It will feel like real magic!

You will look like you've just put two pieces of string together by magic!

Please Note: Four-stranded yarn works best for this trick. A bright red color is easy to see.

## **SUPER MEMORY ACT**

Now you can demonstrate a super memory with only a few hours of practice. The audience calls out a list of ten or twenty items. After hearing them only once, you will be able to call them all even backwards! It's always impressive and never falls to get a good audience response. Easy to learn!

Begin by learning the following words that correspond to each number in the list. It's easy to remember since most of them rhyme with the number.

- |         |           |
|---------|-----------|
| 1. Gun  | 6. Sticks |
| 2. Shoe | 7. Heaven |
| 3. Tree | 8. Gate   |
| 4. Door | 9. Shine  |
| 5. Hive | 10. Hen   |

Close your eyes and see if you can't remember the word that belongs with the number. Be sure and learn this list before going on with the routine.

Appoint ten people in your audience to help you and give each of them a number of 1 through 10. Have someone act as a secretary and write down the articles that these people will call out.

Start with the first person and have them name any simple article at all (examples might be a chair, television, table, or radio).

When they call out the article, close your eyes and picture a GUN and then the article the person called doing something together. For instance, if the person named television for number 1 you might picture a gun shooting a giant hole in a big screen television.

Whatever you picture should have action and be a little weird, silly or stupid. You'll remember it easier.

Then go on to the second person and picture whatever they name in an action picture with a SHOE.

It won't take you long to make the picture in your mind. When you're done with the list, point to someone in the audience and have them call out any number they want. You will be able to name the article by that number. Finally, try and name all the items called backwards starting with 10. You won't have a problem with this great system! Try it! You will eventually make up more words for the numbers and be able to go with twenty items!

## **TIC-TAC-TOE TOP SECRET**

Learn how to never lose at tic-tac-toe! Here is the secret for never losing even though you can even play blindfolded -- never seeing where the other person puts his mark!  
You'll never lose again!

The system you are about to read will have you never losing at tic-tac-toe again. You may draw with your opponent, but you will never lose! If your opponent makes a judgment error, you may even win!

In order for this to work, you must be first to play. That won't be too hard of a concession for your opponent to give you since you are willing to play the game blindfolded -- never seeing where he puts his mark!

First try the system without the blindfold. Let's say that you have the X's and your opponent has the O's. Begin by putting your X in the center square.

Your opponent will then put an O in one of the remaining empty squares.

Each time you get ready to put your X, follow these simple steps:

1. If the square is empty to the RIGHT of your opponent's O, put your X there.
2. If that square is taken and the square is empty to the LEFT of your opponent's O, put your X there.
3. If that square is also taken and the square is empty on TOP of your opponent's O, put your X there.
4. And if that square is also taken, then finally put your X BELOW your opponent's O.

Each time you get ready to put your X, use the O your opponent just marked and go through your options in the order listed above RIGHT-LEFT-TOP-BELOW. You will never lose!

Then try it blindfolded simply giving your opponent instructions stated like "If the space to the right of your O is empty, please put my X there." Wait for his response. If that square is full, he'll tell you and then you can go on and say, "Well then if the space to the left of your O is empty, please put my X there." This can continue until the game ends with either a draw or you winning! Make sure when blindfolded that your opponent agrees to follow your instructions carefully!



## **THE ULTIMATE BLINDFOLD**

This blindfold can be completely examined with no clue as to its secret. When placed on anyone else, they can't see a thing! When placed on your eyes, you can see plainly! Imagine what you can do with this!  
A complete routine included.

In order to understand how to see through this blindfold, lay the material you received with this routine out in a square and begin to fold inwards two opposite corners folding about 2"-3" at a time. Eventually, the folds will meet in the middle of the handkerchief. Holding the blindfold up to another persons eyes, you make sure that the doubled thickness of material is over their eyes. Ask them if they can see through the material. Of course, they cannot.

When you put it on yourself and tie the ends behind your head, make sure that only the single thickness of material in the middle covers your eyes! You'll be able to see clearly straight ahead!

However, you'll want to act like your blindfolded. The best way to do that is to **KEEP YOUR EYES CLOSED DURING THE ROUTINE AT ALL TIMES UNLESS IT IS ABSOLUTELY NECESSARY TO SEE!** Then only open your eyes for the amount of time that it is absolutely necessary! In other words, have someone help you over to the table and guide your hands to the water pitcher and glasses, etc.

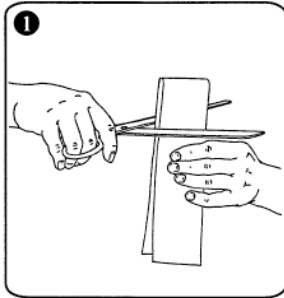
You can design your own routine however here are some suggestions:

1. Have a pitcher of water and some glasses. Demonstrate how you have learned to fill each glass from the pitcher without spilling a drop!
2. Have someone set their watch to a different time. Read the new time right away through your blindfold. Then rub your fingers over the watch crystal looking completely away and then give him the time on the watch.
3. Finally have someone take a monthly calendar page and circle any date. Have your fingers move above the page letting your index finger settle down right on the circled date!

Remember to keep your eyes closed whenever you can! Also, only do two or three tests with the blindfold on. Remember you want to leave your audience wanting more!

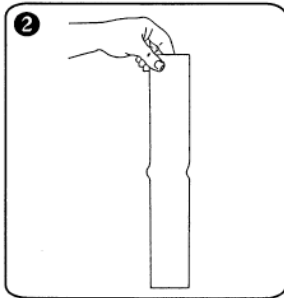
## WANTED!

A column of want ads from the local newspaper is shown on both sides. The spectator can even examine it! A pair of scissors is used to cut the paper in two. It's really cut! X piece of the paper flutters to the floor. Nevertheless, when the paper is opened, it's back in one piece again! This happens two other times until the magician accidentally cuts the paper at an angle. Now the ad is restored at a right angle to itself! It's great magic!



With this routine, you receive several want ad strips that have been specially prepared. These are what makes the magic work!

Take one of the strips and experiment. Fold the strip in half. Then take a pair of scissors and cut the folded end off as in figure 1. The folded end will flutter to the floor. Don't put your scissor blades between the folded halves but rather simply cut the folded end off by having one of the blades going behind the papers and the other in front of them.



Let go of one of the ends you're holding in your other hand and allow the strip to unfold. Your audience will see that it has already restored itself!

You can now fold it and do it again -- cutting off more from the bottom of the paper.

If you separate the two halves, simply align them again and clip another piece off. They will be joined again.

If you cut the paper at an angle, the paper will restore itself at an angle. Then simply clip the angle straight and the paper will again be straightly restored.

Of course you have already realized that you can't PULL on the two ends after a cut has been made. The paper would then pull apart at the cut. But if you let one end drop after each cut and then fold it back up, you won't need to worry about the halves coming apart.

AN ADDITIONAL IDEA might be to tell the story of a magician you saw who took a piece of paper and cut it only to have it restore itself again. He did it again and again. He must have been a great magician. Tell your audience how you hope that someday you will figure out exactly how he did it!

You can create your own paper strips by cutting column-wide strips from the Want Ads about eight inches long. Coat both sides with rubber cement and let it dry. After it dries dust both side with talcum powder and shake off the excess.

## WEAK MOMENT

A clear plastic glass is placed on a book and covered with a handkerchief the littlest child in the audience is able to lift it from the book, but you can make it so that the strongest man will not be able to  
It's amazing and so easy to do.

Careful examination of the glass that comes with this routine will show you that there is a hole in the bottom of one side. This hole must never be shown to the audience. It won't be hard to keep it hidden due to the design on the glass. Just keep the hole to the backside away from the audience and you can even wrap your fingers around the bottom of the glass while holding it.

Begin by showing the glass keeping it in motion so that no one has a chance to study it. Have someone try to guess how much it weighs. Now you can fill the cup with tissues. This will also help hide the hole from the audience. Now ask someone how much it weighs with the tissue. Still it doesn't weigh much.

Get ready to try an experiment. Place the glass on a book with the secret hole again away from the audience. Cover the glass with a handkerchief and use the book as a tray to lift the glass away from the table. Have a small child try to lift the glass away from the book gripping it through the cloth of the handkerchief. There is no problem.

Now approach a stronger child or even an adult and pretend to hypnotize them. Tell them that the glass will feel very heavy now. . and they will not be able to lift it. While you are saying these words hold the book from the back edge with your thumb on top and fingers underneath the book.

While you are saying these words hold the book from the back edge with your thumb on top and fingers underneath the book. Use your other hand to slide the glass back so that your right hand thumb can enter the hole in the back of the glass and press the glass down on the book.

Now have the person you've pretended to hypnotize try and lift the glass. With your thumb in the hole, they will not succeed! Snap your fingers as though you are awakening the person from the hypnotic trance and secretly remove your finger from the hole. They will now be able to lift the glass and will be totally amazed as to how you did it.

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With the help of an adult, you can create your own plastic glasses by selecting a plastic fruit glass with a cut glass look or fluted sides. Using a hot needle held between the teeth of a pair of pliers, heat the needle on the stove and apply it to the glass about one inch from the bottom. By heating the needle and then working the needle into the glass, you will eventually be able to create a hole about the diameter of your thumb.

## **WHAT A CHANGE!**

The spectator plays the part of the cashier as you, the magician, come to buy something. Even though you buy something from the spectator and the spectator counts your change very carefully, the audience is amazed to see you end up with more money than you had to begin with! This one will amaze the closest watching audience! Comes complete with play money for making change.

The money you receive with this routine should include five one dollar bills, one five dollar bill, a ten dollar bill, a twenty dollar bill and a penny.

To begin the routine, you (playing the part of the customer) must have the ten dollar bill and a one dollar bill. It is important at the beginning of the routine that you let the audience understand that you are beginning with eleven dollars.

The rest of the money is given to the spectator-cashier to make change.

You approach the spectator to buy an item that costs 99 cents. Have fun here and pick a funny item to use. Pay for the item with your ten dollar bill.

The spectator gives you a penny back and you turn to leave. He will stop you indicating that you have more change coming, Act surprised but take the change he now gives you (a \$5 bill and four \$1 bills).

Suddenly, you realize that you have taken most of his change. Apologize and give him back the \$5 bill and four \$1 bills suggesting that he give you back the ten dollar bill.

Go ahead and take the 210 bill from the spectator suggesting that he count the money you gave him.

When he tells you that you only gave him nine dollars, apologize and make another suggestion. He's holding nine dollars and you have eleven dollars in your hands. What if you gave him your eleven dollars. Then he would have twenty dollars and could just give you the twenty dollar bill.

Without waiting for him to answer, go ahead and give him the eleven dollars you have and take the twenty dollar bill.

You have just entered the store with eleven dollars, purchased an item and left with twenty dollars! Not bad!





## **X-RAY GLASSES**

Three cups are placed mouth down on the table. Any person  
hides something small under one of the cups while  
you aren't looking. When you turn around,  
you are able to tell them which cup has the article under  
it. Thanks to your x-ray glasses. You can do it again too!  
You never miss!

Take the cups that come with the routine and turn them mouth down on the table. Examine the bottoms of the cups carefully and you will notice that one cup has a small mark on it. That simple mark is the secret of this excellent routine.

As you start the routine, have the cups on your table with the cup that has the mark on it at the far left end of the row.

Turn your back and have a volunteer hide a small article under one of the cups. Then instruct the volunteer to change the places of THE OTHER TWO CUPS.

In other words, after putting the article under one of the cups, he is to take the other two cups and exchange their locations. The cup with the article is to stay where it is.

Now turn around and put on your X-Ray Glasses. Look at the cups and find the cup with the secret mark.

If the cup with the secret mark is still on the left end of the row, then you know that the article is under that cup since it didn't move!

If the cup with the secret mark has moved, then you know that the article is NOT under the secret cup NOR is it under the cup that now is at the far left end of the row. The article is under the remaining cup.

Take a moment and think through this routine. It will make sense to you after some time of trying it out.

Even though you don't need the glasses to do the magic, do use them. It helps to take attention away from the true secret to this great magic routine!

## **X-TRA SUPER MEMORY**

The spectator is given a printed card with ninety-nine six digit number printed in numbered boxes. The performer claims to have memorized all ninety-nine numbers (nearly 600 individual digits). As the spectator calls the number of a box, the magician does successfully tells him the six digit number printed in that box!  
It looks incredible! You can do it!

The numbers on your specially printed card are not randomly placed in those boxes! There is a system that will help you figure out the six digit number in each box.

When the spectator calls out a box number, here is what you do:

1. Mentally add 9 to the box number he calls.
2. Reverse the digits in the number you now have and these will be the first digits of the six digit number.
3. In order to get the other digits simply add the last digits in the number together and drop the 1 from the number if it is a two digit number.

In other words to get the fifth digit in the six digit number, you would have the third and the fourth digits together dropping the 1 from the front of the sum.

As an example let's say the spectator calls box number 95. Begin by adding nine and you get 104. Reverse those digits and you will know that the first digits of the number in that box is 401. Now you will add the last two digits of 401 (0 and 1) and you know that the fourth digit is 1. Now you have 4011. Go ahead and add the last two digits of 4011 (1 and 1) and you will know that the next digit is 2. Now you have 40112. Add the last two digits of 40112 (1 and 2) in order to get the final digit of 3. So the number in box 95 is 401123.

When performing, write your numbers out on a chalkboard or a large piece of paper so that you can see what you're doing and you'll find that with some practice, people will believe that you do have a super memory!



# Quizzy Jeopardy

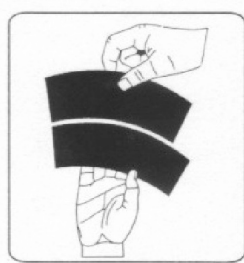
<u>77</u>	<u>5</u>	<u>70</u>	<u>24</u>	<u>97</u>	<u>91</u>	<u>13</u>	<u>64</u>	<u>89</u>
684268	415617	976392	336954	601123	001123	224606	370774	897639
<u>11</u>	<u>12</u>	<u>90</u>	<u>94</u>	<u>48</u>	<u>60</u>	<u>9</u>	<u>41</u>	<u>99</u>
022460	123583	998752	301123	752796	965167	819099	055055	801123
<u>39</u>	<u>42</u>	<u>4</u>	<u>16</u>	<u>84</u>	<u>37</u>	<u>86</u>	<u>2</u>	<u>68</u>
842684	156178	314594	527965	392134	640448	594370	112358	774156
<u>3</u>	<u>87</u>	<u>21</u>	<u>75</u>	<u>56</u>	<u>49</u>	<u>10</u>	<u>23</u>	<u>32</u>
213471	695493	033695	482022	561785	853819	910112	235831	145943
<u>40</u>	<u>30</u>	<u>59</u>	<u>38</u>	<u>29</u>	<u>72</u>	<u>55</u>	<u>57</u>	<u>15</u>
943707	932572	864044	741561	831459	189763	460662	662808	426842
<u>51</u>	<u>79</u>	<u>66</u>	<u>65</u>	<u>85</u>	<u>26</u>	<u>92</u>	<u>88</u>	<u>71</u>
066280	886404	572910	471897	493257	538190	101123	796516	088640
<u>22</u>	<u>74</u>	<u>46</u>	<u>34</u>	<u>83</u>	<u>81</u>	<u>47</u>	<u>52</u>	<u>19</u>
134718	381909	550550	347189	291011	099875	651673	167303	820224
<u>69</u>	<u>14</u>	<u>93</u>	<u>25</u>	<u>45</u>	<u>6</u>	<u>33</u>	<u>35</u>	<u>67</u>
875279	325729	201123	437077	459437	516730	246066	448202	673033
<u>50</u>	<u>31</u>	<u>82</u>	<u>73</u>	<u>36</u>	<u>54</u>	<u>95</u>	<u>1</u>	<u>98</u>
954932	044820	190998	280886	549325	369549	401123	011235	701123
<u>80</u>	<u>62</u>	<u>8</u>	<u>58</u>	<u>18</u>	<u>76</u>	<u>28</u>	<u>78</u>	<u>7</u>
987527	178538	718976	763921	729101	583145	730336	785381	617853
<u>44</u>	<u>27</u>	<u>53</u>	<u>63</u>	<u>96</u>	<u>61</u>	<u>17</u>	<u>43</u>	<u>20</u>
358314	639213	268426	279651	501123	077415	628088	257291	921347

## **YOU CAN'T BELIEVE YOUR EYES!**

This great demonstration uses two boomerangs. By the way you handle them it becomes impossible for the audience to tell which one is longer. The ending really catches them off guard as you show the audience that the boomerangs are actually the same size! Comes complete with the boomerangs and an extra advanced bonus routine!

With this routine, you receive FOUR boomerangs. Begin learning the routine with two boomerangs that are exactly the same size. These would be the two larger boomerangs.

Hold the two boomerangs so that one is below the other one. Line up one of the ends of the boomerangs and the one on the bottom will definitely appear longer!



Now take the bottom boomerang and hand it to a volunteer while you proceed to gently pull on the other boomerang using the magic word Alakazam!

When you set the boomerangs down on the table this time put the boomerang you just pulled below the other one and it will now appear to be longer!

Finally, snap your fingers over the boomerangs – placing them right on top of each other to show that they are exactly the same size! **YOU CAN'T BELIEVE YOUR EYES!**

## **BONUS ROUTINE**

Use the third boomerang (the shorter one with one of the other boomerangs to make the routine even more dramatic!

Use these two boomerangs the same as in the routine above. However, when you get ready to show them the same size, put one on top of the other and then slightly fan them with the short one to the inside curve of the longer one. See illustration below for clarification. The shorter one is labeled "A" in the diagram. They now look the same size!



