



**AMAZING
MAGIC**
THAT'S EASY TO DO!

FANTASMA MAGIC



1. SECRET LEVITATION GADGET (INVISIBLE THREAD)
2. 4 SPONGE BALLS
3. 4 METAL LINKING RINGS
4. RING THROUGH STRING
5. FLOATING NOTE
6. MAGIC PRODUCTION TABLE
7. BOX OF MYSTERY*

8. SQUEEZE THROUGH
9. BITE-OUT COOKIE
10. MAGIC APPEARING BUBBLE
11. WONDER DECK
12. SECRET GIMMICK (THUMB TIP)
13. SECRET CARD BOX
14. BOOK OF SECRETS (MANUAL)

* CANDY NOT INCLUDED.

**EASY TO FOLLOW VIDEO INSTRUCTIONS ONLINE:
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THE DIGITAL EFFECTS

1. THE PRINCESS CARD TRICK

Props needed: A mobile phone or tablet

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



2. SPONGE BALLS FROM THE SCREEN

Props Needed: the red and black sponge balls from your set

First, go to this web address (www.fantasmamagic.com/TheSpongeBallsFromScreen) to download this trick to your Mobile Phone, Pad or Tablet. Hide the red sponge ball in your hand underneath your last 3 fingers. Put the black sponge ball into your pocket. Hold your Mobile Phone, Pad or Tablet up to your mouth and pretend to blow: a large sponge ball will slowly appear on the screen! It will bounce around for a bit. When the ball stops bouncing (at the 9 second mark), pretend to pluck it off the screen and show the real sponge ball in your hand! It is all a matter of timing. Pretend to put the red ball in your pocket but instead, hide it in your hand again as you take your hand out. A second ball will now appear and bounce around the screen. When the ball stops (at the 18 second mark), pretend to pluck it off the



screen again and put it in your pocket, this time switching the red ball for the black ball you have previously hidden in your pocket. Some static on the screen will now be seen and the black ball will appear. Tell your audience, “there seems to have been a glitch.” The ball has now turned black. They will think you won’t be able to pluck the ball off the screen, but at the 26 second mark, you do!

THE PRODUCTION TABLE

1. THE PRODUCTION TABLE

With this professional style production table you will be able to perform your magic show just about anywhere! The table comes packaged in two sections. The swirled panels with red question marks make up the base of the table. The top of the table is black and is made by folding the tabs inward at the very back so you will be left with a small rectangular tray. To assemble the table for your show, start by standing the panels upright, with the question marks facing toward where the audience will be, then bring the two end panels inward slightly so the panels are free standing. Now, place the table top on the panels and bring the panels outward until the top fits snugly above.



2. THE SILENT SERVANTE

The special tray at the back of the table top is known as a “servante”. This hidden section will allow you to secretly dispose of magical items during your show. It can also be used to hold small items until you need them. By simply placing the hand with the concealed object in it, on the edge of the table top, you can allow the item to drop silently into the servante.

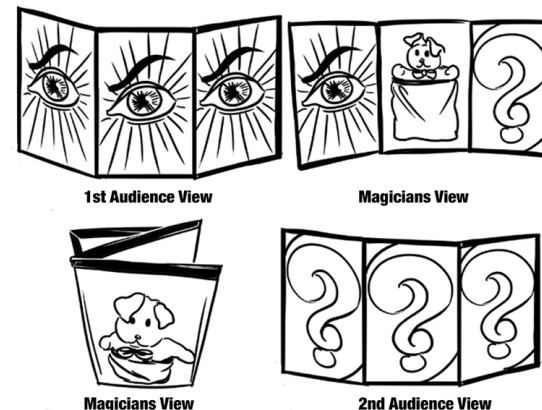
3. MESMERIZING PANELS

To the audience the Mesmerizing Panels will look like nothing more than a set of three colourful panels that fold together. If you examine your Mesmerizing Panels carefully you will notice that behind the panels are another set of panels. You will also notice that there is an extra panel affixed to them with a black cloth bag attached to it. It is in that bag that you will soon hide a magical prop that you will produce during your show.

4. PRODUCING AN OBJECT

Before your show, place an object in the bag that you would like to produce. During your show, have the panels folded into a triangle with the hidden bag in the middle. Keep the pointed side of the triangle facing you as you place the triangle on your working surface. Immediately open up the triangle by unfolding the sides so all three panels are opened as far as they can go. Now, holding all three panels between your hands at the folds, lift the panels straight up and towards your body, so your audience can see that there is nothing on your table. You will now place the panels down and re-fold them, but in a different way. Start by folding the left side panel in towards the audience. Fold it so that it is completely flat against the middle panel. Next, fold the right side panel completely in, so it is flat against the other panel. If you wish to show that there is still nothing on the table, lift the entire set of panels from the table towards your body once more, holding them from the top in one hand. You will

now unfold the panels, but in a very special way. If you look at the panels from the top it will look like it is in a “z” formation. Take the front panel. Now bring your left hand towards the left and bring the right hand towards the right. You should now have the secret bag on the right panel facing you and the red panels with the question mark are facing the audience. Now fold the end panels inward toward you and once again form a triangle with the point facing you. Make a magical pass or say a few magic words and put your hand into the top of the triangle and pull out your secret item. You can now fold the panels flat by first folding in the right section towards you (the one with the bag) and then the left section.



5. DIRTY SOCKS

For this fun effect you’ll need two pairs of identical socks: one dirty pair and one clean pair. In the secret compartment of the panels put the clean pair of socks. During your show you display your ‘stinky socks’ to your friends. Put the dirty socks in the compartment along with the pair of clean socks. Now, claim that behind the panels is a magic washing machine. Wave your hands over the panels reach in and bring out the other pair to reveal your super clean socks.

6. TO DYE FOR

You will need two handkerchiefs for this effect: one white and one a bright colour (or even tie-dyed). Place the coloured handkerchief in the secret compartment. Show your audience your white handkerchief and some crayons. Place the white handkerchief into the secret compartment next to the coloured one. Take some crayons out of the box and wave them towards the panels. Pull out the coloured handkerchief and show that you’ve magically dyed it!

7. THE BERMUDA TRIANGLE

Before your show, place a small toy airplane into the secret compartment of your Mesmerizing Panels. During your show, display the panels as you did earlier. Then ask the audience if anyone has ever heard of the Bermuda Triangle. Tell the audience that the Bermuda Triangle is an unsolved mystery in which airplanes seemed to vanish into thin air. Today you will try and make one of them appear again! Now, wave your hand over the magic triangle formed by the panels and reach in and bring out your airplane!

8. CUBE TO SILKS

For this effect you'll need six coloured hankies or silks and a puzzle cube. In the secret compartment of the panels put the six hankies. During your show, display your cube to your friends. Show the panels as you did in the above effect then put the cube in the compartment along with the six hankies. Now, say that the panels can transform any object into another one. Wave your hands over the panels reach in and bring out the six hankies, then display your panels as empty again to show that the cube is truly gone!

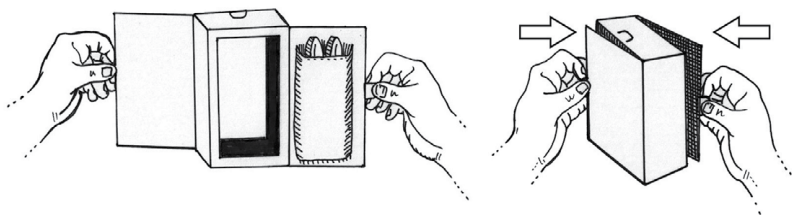
9. THE SHRINKING CUBE

For this effect, you will need a regular size puzzle cube and a miniature puzzle cube (available at most party supply stores). Put the smaller of the two cubes into the hidden bag on the back of the secret panel. During your show, show your large cube and display the Mesmerizing Triangle as described above. Put the large cube -into the hidden bag next to the small cube. Wave your hands over the Mesmerizing Triangle then remove the small cube. Show the panels empty again and your audience will be astounded!

THE MYSTERY BOX

10. THE MYSTERY BOX

Examine your box carefully and you'll find that there is a secret extra box attached to one of the doors. This will never be seen by your audience and will hold the item or items that you are going to magically produce! Hold the box upright in front of a mirror with the extra box door to the rear (towards yourself). Open the rear door first, then the front door. Because you can see right through the box it seems to be empty! Close the front door then close the rear door. You can now make your production from the top of the box! A perfect production is, of course, a candy bar!



11. CANDY CRUSH

For a really amazing effect show your box to be empty (hiding a candy bar in the secret compartment) then show your audience a crumpled empty candy wrapper. Open the back door of your box and place the crumpled candy wrapper inside at the bottom. Close the door and claim that you are very hungry so it is time for some candy magic! Make a magical gesture and reach into your box to pull out the real candy bar! Your story can be all about how your special box is actually a magical re-cycling device!



12. MYSTERY CAMERA

Start with a photograph of yourself hidden in the Mystery Box. Hold it during your show and make sure that everybody sees that it is empty. Pretend to take a picture of yourself then remove the photo from the box as you say, "Now that's a real magical camera!"



13. DRAWN OUT

If you can get a photograph of a friend you can put that in the load chamber instead of a photo of yourself. In performance bring out a piece of paper and a pen, then say, "I'm going to do a drawing of you!" Draw your friend, the worse it looks the better! When you have finished say, "It needs a little improvement so I'll pop it into my magical art box!" Close the box and wait a moment before pulling out the picture from the load chamber and showing them a photograph of themselves! Finish by saying, "Yep, that's much better now!"

14. THE REVERSE MYSTERY BOX

Don't forget that by reversing the actions used to produce something the box can also be used to totally vanish an object or objects. A cool way to do this is to call the box your safe and to put some money into it. Open it to show the money has gone!

15. THE JOKE'S ON YOU

The camera stunt can be much funnier if you get a friend to pretend to take the picture of you. At the end the photograph is of a very ugly person or an animal. You can look at the photo and say, "Do I really look like that?" If they say that you do then you'll get a second big laugh!

16. GREEDY ATM MACHINE

Put a five or ten note or two in your box. Claim that it is actually a magical ATM machine. Show a credit card (you can make one out of stiff cardboard or use an old gift card if a credit card isn't handy) and put it into the box at the top secretly putting it into the inner load chamber. Now pretend to press some imaginary buttons on top. Open the box and pull out the money. Smile then look in the box, which is now empty, before saying, "Hey! It gave me my money but it ate my card!"

17. MYSTERIOUS MONEY MACHINE

Start with some notes in the secret compartment of your Mystery Box. Show the box to be empty then put some blank pieces of paper (the same size as bills {notes}) into it. Pretend to push some invisible buttons on the box as you claim that it is a magical ATM machine. Nobody will believe you until, to their complete surprise, you remove the real money from the machine!

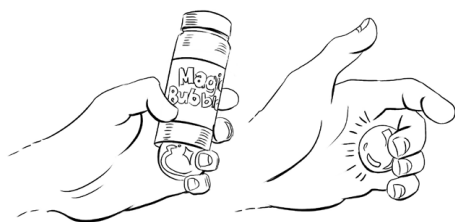
18. TOGETHERNESS

You can come up with some great routines by using your Mystery Box and your Mesmerizing Panels together! For example, you can vanish an object using your Mystery Box and make a duplicate object appear within your Mesmerizing panes, making it appear that you've caused the object to travel through space! The same can also, of course, be done in reverse!

THE MAGIC BUBBLE

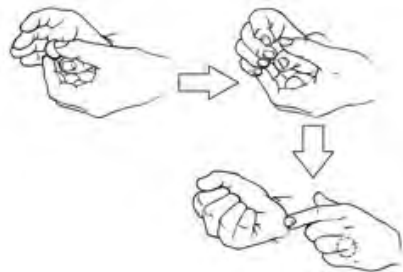
19. THE MAGIC BUBBLE

Examine your bubble bottle carefully and you'll find that underneath is a space where you can hide your solid plastic bubble. Put the solid bubble inside and hold the bottle with your little finger underneath to stop the solid bubble from falling out. You can do this preparation inside your bag or before your show so your friends don't see your sneaky work! Blow some bubbles in the air then take the bottle in your other hand but, as you do so, leave the solid bubble hidden behind your fingers. Now reach for one of the bubbles in the air and, as it pops, bring the solid bubble into view. Done just right it looks just as though you have caught a bubble in mid-air! It's even more magically shocking when you put that bubble in your friends' hand and they find it to be completely solid!



20. BUBBLES AWAY

If you want to look like a very professional magician you could follow up the production by vanishing the bubble in your hands using a technique called The French Drop. Hold the bubble between your fingers and thumb of your left hand. Now with your right hand reach as if you are going to take the bubble. Your right thumb goes behind the bubble and your right fingers start to curl around it. As soon as the bubble is covered you secretly let the bubble fall down into your left hand. Close your right hand into a loose fist and hold it up as your left hand (secretly hiding the bubble) drops down to your left side. It is very important to focus all attention onto your right hand just as if the bubble were there! You can now slowly open your hand to show that the bubble has vanished! As you make it vanish you can sneakily put your left hand into your trouser pocket and leave the bubble behind! Make sure to practice this move before trying it on your audience. You'll find that watching yourself in a mirror will really help you to get all the angles right!



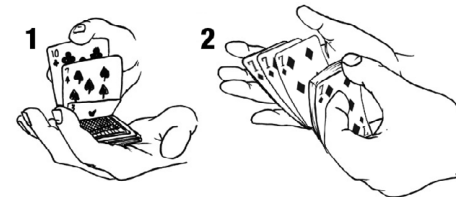
21. EATING A BUBBLE

There are many different ways to make one of the bubbles vanish. A fun thing to do is to pretend to eat the bubble! Bring your hand up to your mouth and pretend to put the bubble inside your mouth. Push your tongue into your cheek so it looks like the bubble is really there. Now pretend to swallow the bubble with difficulty and say, "I needed a snack!" Then say, "You know I never really ate the bubble. So where did it go? Here it is; it jumped into my pocket!" You now reach into your right pocket, get the bubble there and continue your routine!

THE WONDER DECK

22. THE WONDER DECK

Look at your deck carefully and you'll find that it consists of twenty-four ordinary cards and twenty-six Seven of Diamonds. Start by putting any one of the ordinary cards face down on the table, then put a Seven of Diamonds (7D's) face down on top of it followed by an ordinary card and so on throughout the setup. Make sure that a 7D's is always on top of the face down deck and an ordinary card is at the bottom of the deck before starting an effect! After setting up your deck you'll find that you have two extra 7D's as well as a blank card, a card with all 52 cards printed on one side, a Three & a Half of Diamonds and a Joker. Put them to one side for now. The duplicate 7D's are all shorter in length than the other cards! Hold the deck and riffle your thumb along the top as shown in figure one. You'll find that the cards will fall in pairs. If you riffle the cards face down all of the cards will look different, but if you riffle them face up they will all look like the 7D's!



23. THE ASTONISHING PREDICTION

On a piece of paper write "The Seven of Diamonds" and fold it up. Ask a helper to hold it in their hand. Riffle through the deck to show that the cards are all different. Now riffle through the deck again and ask them to say, "Stop," at any time. As soon as they call out "Stop" you should stop riffling and allow them to take the top card of the (lower) riffled off pile. Have them memorize this card and then put it back in the same exact place. Put the rest of the cards on top of it and close up the deck. If done correctly the deck should be in the same order you started with. Ask them to name their card. They will say, "The Seven of Diamonds!" Ask the spectator to open the paper to see that your prediction is correct!

24. THE ASTONISHING PREDICTION FOLLOW UP

After you do the first trick take the top 7D's off of the deck and then turn the deck over so it is now face up. You will see one of the ordinary cards. Put the 7D's on this card as you say, "I can make every card match!" Now riffle through the cards holding the deck face up. Each and every card will look like the 7D's! You have changed every card to match the prediction, which will have your audience gasping!

25. THE MIND BLOWER

Just as you did in the Astonishing Prediction effect, riffle through the cards and ask them to say, "Stop." Tell them to take the card, look at it and remember it. Have them put it back in the same place, then put the rest of the cards on top of it and square up the deck. You will now cut the deck once or a few times if you like. Now reveal their card by saying, "your card always jumps to the top," and show the top card to be the 7D's!

26. ANOTHER REVEAL

Here is another way to reveal their card. Start to deal through the deck. Take one card at a time and drop them onto the table. Ask them to say, "Stop," at any time. Keep track of your

dealing because every other card you deal is their selection. Therefore, whenever they say, "Stop," their card will either be on the table or on top of the deck. Wow! No matter where they call "Stop" you have a sensational revelation of their card!

27. WHAT'S YOUR NAME?

After your helper has chosen a card (7D's) and returned it to the deck, square up the cards. Ask them to think of a name. It can be any name at all! Pick up the deck and ask them to spell the name that they have chosen. As they spell the name you deal one card for each letter, face down, onto the table. If the name they have chosen has an odd number of letters then the last card you deal will be the 7D's. If it has an even number of letters then the card on top of the deck is a 7D's. Either way, if you have kept note of the number of letters dealt, you can show that they have spelled directly to their card!

28. LUCKY NUMBER

The working here is just the same as the above effect but with a slightly different presentation. Rather than ask for a name, you can ask them instead if they have a lucky number that they use when picking lottery tickets or whatever. What's nice here is that you immediately know where your 7D's will be before you start to deal! If they name an odd number it will be the last card dealt and if they name an even number then it will be the card on top of the deck after the dealing is completed!

29. AN IMPORTANT DATE

If they don't have a lucky number or you want to try another variation of this effect, then ask them if they have a date that is important to them. Ask them to add the four digits of the year of the date together and use that number. Personalizing the number in this way makes the effect much more powerful than just having a number randomly selected!

30. STORY TIME

Many magicians often take this idea to extreme limits! They will make up a story involving the spectators name, favourite pet and other information they ask them for. They would then deal cards on the names of the objects as they tell their often, very amusing story. At the end of the story the last card is turned and shown to be the 7D's, the chosen card. Often the story involves a hunt for missing treasure or diamonds making the end discovery more logical. If you are an inventive sort with a quick wit you'll find this to be a very powerful way to use your cards!

31. CARD TO POCKET

Take the 7D's from the top of your deck and put it into your pocket. Remove the card directly below it as well, but don't put it in your pocket; put it any place else, as you won't need it for this effect. Riffle through the deck as you have done with the previous tricks in order to force the 7D's. Have your helper memorize the card and put it back to the same place in the deck. Now close up the deck and make a magical gesture over the cards and claim to have made their card vanish. Slowly riffle through the cards face down as usual and, of course, their card (7D's) will not be seen. Slowly reach into your pocket and bring out the chosen card!

32. CARD TO WALLET

This is just the same as above but put the 7D's into your wallet. If you have a compartment

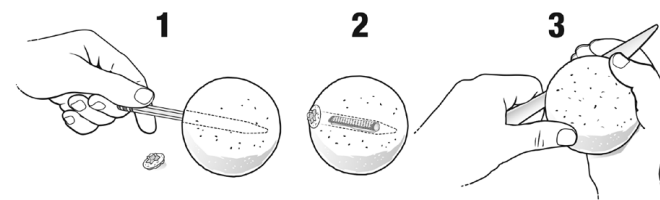
that can be sealed or zippered up put it in there. After you have vanished the chosen card, reach into your pocket and pull out your wallet. Say, "You never really know where the card will go when it has vanished but sometimes I get lucky and like a gold-digger it goes straight for the money!" Remove the card from your wallet and the reaction will be incredible!

33. CHOCOLATE FACTORY

Get a chocolate bar and put a 7D's from the top of your deck into the wrapper along with the bar. Now during your show you can bring out two chocolate bars and offer one to your friend. As before, have a card chosen (7D's) and returned to the deck. Then have it supposedly vanish from the deck. As before, riffle through the face down deck to show it is gone. Open your chocolate bar and say your chocolate bar doesn't have a golden ticket. When they open their wrapper they will be utterly amazed to find that their chosen card is inside!

34. CARD TO ORANGE

Push a pencil into an orange to create a hole through the middle. Be careful not to push the pencil through the other side! Now roll up a 7D's and push it into the orange. Do this secret preparation before the show! You can now reveal at the end of the effect that their card has been magically transported into the orange by cutting it open with a knife! Younger magicians, please get an adult to cut the orange open for you! To really make this look extra special carefully remove the stem from an orange and make your hole there. After pushing your Seven of Diamonds into the orange you can now use some rubber cement to glue the stem back into place. Now the orange can be shown freely before opening it!



35. SUPER CARD TO ORANGE

You can prepare two oranges before your show and have them in a bowl near where you are performing. At the end of the effect ask your helper to hand you any one of the oranges in the bowl. Astonishingly their card appears in a freely selected orange!

36. MAGICIAN'S CHOICE

Place an orange in a bowl with an apple and a banana. Now ask a spectator to choose a piece of fruit. If they choose an orange, proceed as normal with the trick. If they choose an apple or banana, put that piece of fruit aside and say, "Okay, we won't use this piece of fruit". Then ask them to choose another piece of fruit. If they choose the orange, proceed with the trick. If they choose the other piece of fruit, put it to the side and say, "now we've eliminated two pieces of the fruit and all that's left is the orange" then use the orange to do your trick. This technique is called, "Magician's Choice" and is a way for the magician to get the audience to choose exactly what he wants them to!

37. ORANGE YOU GLAD I DIDN'T SAY BANANA?

The night before your show, write "the seven of diamonds" on the side of a banana with a

toothpick. Don't press hard- just write it like you would write with a pen on a piece of paper. The following morning, the writing will have turned brown. During your show, have the seven of diamonds selected then pretend you cannot find it in the deck. Say you must be low on potassium and ask a spectator to grab a banana out of the fruit bowl for you. Imagine their shock when they see the name of their card on the side of the banana!

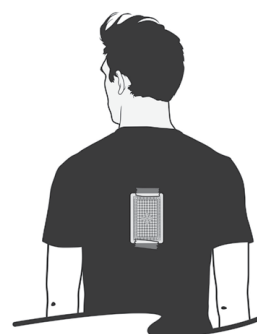
38. CAPPED

Carefully uncup a soda bottle and drink a small amount. Now roll up a 7D's and push it into the bottle. Using the eraser end of a pencil, flatten out the card inside the bottle as much as you can so that it looks as though it could not have gotten into the bottle. Now recap the bottle. After showing that a chosen card (a forced 7D's, of course) has vanished from the deck you can bring out the soda bottle and ask somebody to uncup it for you. Pour the soda into a glass and reveal the selected card inside!



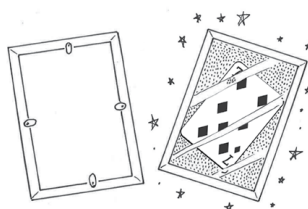
39. BACKED UP

Before your show, stick a 7D's to your back with some tape. Have a card selected and returned to the deck. Now pretend to have problems finding it. Say, "I can't find it! I'm outta here!" then turn as if to leave. When they see the card stuck to your back the laughter will turn to gasps!



40. PICTURE THIS

Get a small picture frame and put a 7D's into it. Keep the frame in your pocket. Have a card picked and returned to the deck and then say, "I want you to picture the card you selected in your mind, so that I can read your thoughts!" Bring out the picture frame, but lay it face down on the table. Say, "This picture frame may help you to focus on picturing your card!" Pretend to have trouble reading their thoughts and then show that the card has vanished from the deck. Turn over the picture frame to reveal their card inside!

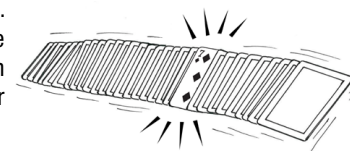


41. EAGLE EYES

This effect will convince your spectators that your eyes and memory are at Super Hero level! Have a card selected (force the 7D's). Tell them not to look at it, but to just put it into their pocket. Quickly riffle through the cards while staring intently at them. Now put the deck down and say, "There's one card missing from the deck and if I'm right, it's the Seven of Diamonds!" When they check the card in their pocket, they will find that you are right!

42. REVERSO

Before doing the trick turn over the third card from the top of the deck (a 7D's) so that it is face up in the face down deck. Riffle through the cards as usual and get them to call "Stop" wherever they want. Be careful not to riffle too far as you don't want to expose the reversed card. Have them look at the card and replace it. Give the deck a cut and make a magical gesture over the deck. Spread the cards either between your hands or across your table to show that their card has magically reversed itself in the deck!



43. THE SECRET ASSISTANT

This is a very cool effect where you seemingly hypnotize one of your helpers! Have one helper select a card; of course it will be the 7D's. Ask them to look at it and return it to the deck, but not to tell anybody else the card. Now turn to a second helper and make believe that you are going to hypnotize them. After going through some funny gestures, tell them that they have been hypnotized to see only the card that you want them to see. Now riffle through the cards to them only, making sure that the other helper does not see what you are doing. Riffle the deck face up so that they see only the 7D's. Now ask the second helper to name the card that they thought the first spectator selected. Jaws will drop when they name the chosen card! For the finale, tell your helper you will now de-hypnotize them as you make some more silly gestures. Turn the deck face down, cut the deck and then casually riffle through the cards showing them to be all different!

44. EYES IN YOUR FINGERS

Have a card (7D's) selected, looked at and returned to the deck. Give the cards a couple of cuts and claim that you were born with a slight mutation; you actually have tiny eyes in your fingers. Put the deck into your pocket and ask for the name of their card. They will say, "The Seven of Diamonds." Now reach into your pocket and pretend that the eyes in your fingers are looking for it. After a few seconds bring out the top card of the deck to show that your claim was true!

45. PSYCHIC STOP

Here is a very clever variation of the above effect. Perform as above until the deck is in your pocket and then say, "I am going to take cards one at a time from my pocket and I want you to stop me at any time you wish." Take the top card of the deck (7D's) from your pocket and without showing it, put it into your other hand. If they don't stop you at this point, reach into your pocket and move the next ordinary card from the bottom of the deck; at the same time take out the new top card, which will of course be another 7D's. Once more, without showing it, place it into your other hand. Repeat this action until they stop you. Since you have only been removing the 7D's cards, when they finally do stop you it will be on their card!

46. CUT IT YOURSELF

Force the 7D's upon your helper and have it returned to the deck. Then give the deck a couple of cuts, completing the cut each time. Claim that you are feeling a little lazy today and you want them to finish the trick for you! Put the cards on the table and ask them to cut off a portion of the cards and turn them face up. Often they will be looking at a 7D's. If that happens, that's great; the trick is finished and they will be amazed. If they cut to an ordinary

card, then have them turn over the face down card on the pile on the table. Either way they cut to their very own card!

47. DOUBLE DILEMMA

For this next effect you'll want to set up your deck with all the 7D's face down on top of all the face down ordinary cards. To start the trick, turn the cards face up and fan them out to show that they are all different. You are not actually going to fan the entire deck. You are only going to fan the first half of the deck. Be careful not to fan too far or you will reveal the duplicate 7D's! Now turn the deck face down and fan the cards as you ask a helper to take a card. This time fan only the top half of the face down deck so that they must take a 7D's. Now fan out the cards farther and ask another person to take a card. Make sure you are fanning far enough to force them to take a card from the bottom half where the ordinary cards are located. Ask them to remember their cards and then you should put the cards back into the deck for them. You put the 7D's into the lower section of the deck and the second card into the upper section of the deck where all the 7D's are! Tell them that you will give the deck a couple of cuts to make it impossible to find the cards. After cutting the deck a few times look through the cards being careful not to let the helper see them. You can easily remove a 7D's to put face down on the table, then look for an ordinary card surrounded by 7D's! Lay that card face down and ask the helpers to name their cards. Once named turn the two cards over to finish the trick.

48. SUPER STOP

Once again have the deck set with all the 7D's on top of all the ordinary cards. After casually fanning out the cards to show that it is a "normal" deck turn the cards face down and have a helper select a card. Make sure that they choose one from the top half where the 7D's are. Have the card returned somewhere in the top half of the deck and square up the cards. You are now going to do a slightly sneaky shuffling action! Overhand shuffle the cards into your other hand but before you reach the middle stop shuffling and put the shuffled off cards back on top of the deck. Repeated a couple of times this casual action really looks like you are shuffling the cards! Actually all you are doing is shuffling up the duplicate cards! Hand the deck to your helper and ask them to deal the cards slowly, face down, onto the table and to stop wherever they like. Since you've asked them to deal slowly they will never go past all the 7D's! When they stop you can reveal that, astonishingly, they have stopped at their own card!

49. THE SNEAKY SHUFFLE

Another great way to look as though you are really shuffling the cards for the above effect is to split the deck into two halves. It's easy to cut between the ordinary cards and the 7D's as there will be a little ledge where the two halves come together. That's because the 7D's are slightly shorter than the other cards! Hand the ordinary cards to your helper to shuffle while you shuffle the 7D's. When you have both finished put your half back on top of their half and you are set to go! Now, even though the whole deck has been "shuffled," you can still perform impossible feats!

50. THE AMBITIOUS CARD

Once more start with all the 7D's on top of the ordinary cards. After showing the deck to be "normal" have them pick a 7D's and return it to the top part of the deck. Do a couple of the sneaky shuffles you just learned and then say, "I have a feeling that you chose a very

ambitious card; it always wants to be on top of the heap!" Turn over the top card of the deck to show their card. Now push it into the deck somewhere in the top half. Say, "I'm not kidding; it will always fight its way to the top!" Turn the top card to show that it has, once more, "returned" to the top!

51. THE GREATEST DETECTIVE

As you learned earlier, riffle through the deck and force the 7D's, then have the card returned to the same place in the deck. Give the deck a couple of cuts and then claim to be a great detective! Run through the cards face down peering intently at them as you do so. Claim that you are looking for fingerprint evidence! Keep track of the pairs (7D's on top of a different card) as you do this so that after a short while you can easily pull a 7D's out from the deck and put it face down on the table. Say, "To the untrained eye this card looks quite normal but to me, armed with my detective powers, I see it's covered with your fingerprints!" When they turn the card over you are of course proved to be correct!

52. EXTRA DETECTIVE

Put a real ink fingerprint onto one of the backs of a 7D's. Make sure that you put this special card third from the top of the deck. You are now going to force a different 7D's card as you riffle down through the deck. Just make sure you don't riffle too far as you don't want to expose the fingerprinted card. After the forced 7D's has been looked at, memorized and returned to the deck, cut the deck as usual. With the deck face down pretend to look for fingerprints as you deal each card to the table. When you get to the actual fingerprinted card you can say, "This might be a good clue, check it out!" Have them turn over the card to see that it is their card!



53. EFFECTIVE DETECTIVE

To really make the above effect more of an entertainment piece you might want to add some props. The use of a magnifying glass, for example, to look for the "fingerprints" adds a whole new level of entertainment to the effect. You could go crazy and even pop on a deerstalker hat pretending to be Sherlock Holmes as you go through the cards. Act out the part saying things like, "Aha! The game's afoot, Watson!" and turn the trick into a full-blown piece of entertainment!



54. THE PSYCHIC MOBILE PHONE

Before your show have a friend who has access to a mobile (mobile) phone help you out with the next trick. Tell your friend that he or she will be getting a phone call asking for The Great Gazza, the psychic, and they are to say to the person they will be speaking on the phone with "I get a strange feeling that you are in the middle of a card trick. The card you have chosen is the Seven of Diamonds!" During your show force the 7D's on someone. Then have them call The Great Gazza, the psychic (your friend) for an amazing revelation of the chosen card!

55. WEIRD PREDICTION

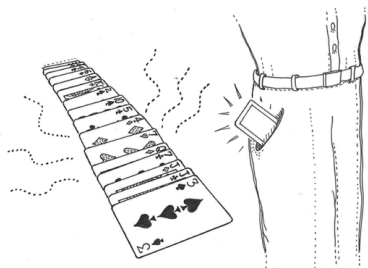
Have a friend call out any small number and cut your deck into that number of piles. The top card of each pile will of course be the 7D's, but just don't let your friend know that. Write the 7D's on a piece of paper and fold it up. Give this to your friend to hold in one hand and say, "I have predicted the pile you will choose!" Now whichever pile they point to your prediction will have been correct!

56. A VERY SUBTLE ADDITION

A delightful addition to the above is to first write down the name of one of the ordinary cards as your prediction. Then make believe you have changed your mind, cross it out and write the 7D's underneath. This is a great convincer that all the cards on the piles were different!

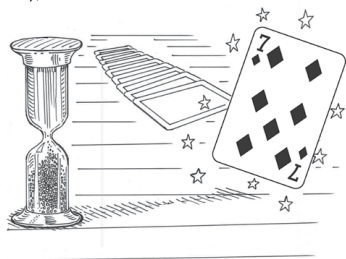
57. THE TRAVELING CARD

Get one helper to take a card (force a 7D's), look at it and return it to the deck. Then have a second helper take a card without looking at it, (force another 7D's) and put it in their pocket. Ask the first helper the name of their card, and then make a magical gesture over the deck. Riffle through the cards to show that the 7D's has gone! Imagine the shock when it is discovered inside the second helper's pocket!



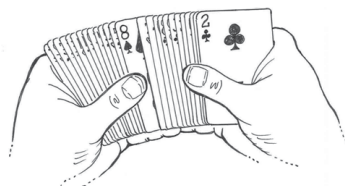
58. EGG TIMING

Along with your Wonder Deck you'll also need a small one-minute egg timer. You can get these at most hardware stores. Place the timer down and say, "I'm going to try to do the next trick in exactly one minute" Have a card selected (7D's), memorized and returned to the deck. Now give the deck a few quick cuts. Deal out the cards slowly, one at a time onto the table until the egg timer runs out. You can show that not only are you a speedy magician but that you are correct, as you've stopped on their card! You will show either the card you've dealt last to the table or the very next one in your hand depending on where the 7D's is! Just remember that the 7D's will always be an odd number of cards down.



59. THE MEMORY MAN

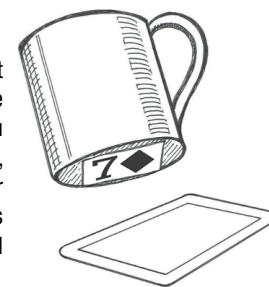
Have the 7D's selected in one of the usual ways and then returned to the deck. Give the deck a few cuts, then announce that you are going to show your incredible speed memory technique. Hold the deck up and as quickly as you can look through all of the cards while pretending to be concentrating hard on their faces. Square up the deck and then turn it face down and then ask them to name their card. When they tell you it was the 7D's, pretend to think for a second and then announce an odd number such as thirteen or



fifteen. Now with the cards face down, count one card at a time and drop them onto the table until you've reached the number that you named and then turn over that card to show them that you are absolutely correct!

60. BOTTOM'S UP

Prior to your show, on the bottom of a soda bottle or any other object write with a marker the words "The Seven of Diamonds." During performance put an ordinary card under the object saying that you will use it later on. Now have someone pick the 7D's in your usual way and then return it to the deck. Say, "Wouldn't it be amazing if your card was already under here?" Have them lift up the object only to discover it is the wrong card! You then say, "No, I meant actually under the object! Take a look underneath!" They look at the bottom of the object and are amazed to see the words the "Seven of Diamonds!"

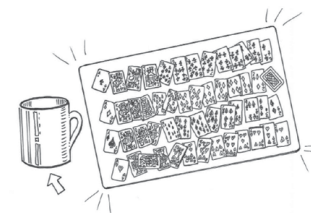


61. MORE BOTTOM'S UP

Rather than put an odd card under the object you can get extra laughs by putting your blank-faced card under the object without showing it. At the conclusion of the effect you show the blank-faced card and act a little crestfallen. Say, "I'm sure it was a Seven of Diamonds when I put it under there. Maybe the ink wore off or something!" After the groans and cries of derision have died down you can then reveal your prediction!

62. ANOTHER BOTTOM'S UP

Another way to get laughs from this cute effect is to use your 52-Cards-On One special card. At the conclusion of the effect you can then adjust your line to, "I wasn't sure which card you were going to pick so I covered all of my options here!" Then, you can reveal your amazing prediction!



63. DON'T TAKE IT

Since you can force the 7D's every time, purposely ask them not to pick it! Say, as you riffle through the cards, "Please call stop at any time but please try not to stop on the Seven of Diamonds. That card always tries to mess up my magic!" Of course they will have no choice but to stop on the 7D's, so when they do, you will say, "We'll try again, let me repeat that I don't want you to stop on the Seven of Diamonds!" Repeat this three or four times with you apparently getting more and more frustrated each time!

64. THE WILD CARD PREDICTION

Let's look at the extra special cards that came with your deck that will allow you to perform an absolutely astounding routine. You'll see that you have a blank card, a card with all fifty-two cards on it, a Joker and a 3 and a half of Diamonds! Keep the four cards face down in your pocket in this order, the blank, the fifty-two card, the Joker and the Two and Half of Hearts from top to bottom. On the bottom of your card case (the box the cards came in!) paste a 7D's. Start by announcing that you are going to make an amazing prediction. In fact it is so amazing that you will need three attempts at it! Bring out your four special prediction cards

and without showing them, lay them out in a row. Riffle through the deck to show the cards are all different. Now force the 7D's on them and have them memorize it and returned to the deck. Ask them to concentrate on their card. Now turn the blank card face up saying, "You've really got to concentrate; your mind is blank right now!" Turn over the next card showing all fifty-two cards and say, "You are thinking way too hard; now you've got all of them!" Turn over the next card showing the Joker. You'll notice on this card it says, "Look in the Box." After they look in the box, but do not see anything, you can say, "It's a wild card, he's always making stuff up." Then say, "I'll make your concentration easier, think of half of the value of your card, that will make it twice as easy!" Ask them the suit and value that they are now thinking of and they will say, to much amusement, the 3 and a half of Diamonds! Now smile and turn that prediction card over to show them you got it right! Then, for a killer finish, say, "But the card case knows all, folks!" Turn the case over to show the prediction of the actual card underneath and people will freak out!

65. THE SPREAD TAKE

Rather than Riffing through the cards you can spread the cards across your table and ask somebody to just touch one. Split the deck at that point and slide the card they touched forward from the spread. Get them to look at the card they touched. Since the cards spread in pairs this will always be a forced card. Replace the card where they took it from and close up the deck ready to go into your next miracle!

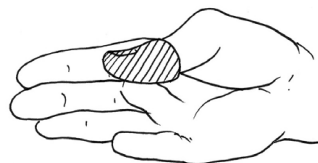
66. DON'T FIND IT

Remove ten or twelve pairs of cards from the deck. Each pair consists of the face card (a black card) and the hidden card which is the 7D's. Show the top card of the pile to be the 7D's and then fan out the others to show them all to be black faced. Explain that the 7D's is the unlucky card and they must try not to pick it! Mix up the cards and then fan them out. Ask your helper to touch any card and cut that card to the top of the packet. Turn over the single top card and show it to be the unlucky 7D's! This can be repeated several times. If you prefer you could also say that the 7D's is a lucky card and each time they pick it they are the luckiest person around!

THE SECRET GIMMICK (THUMB TIP)

67. THE SECRET GIMMICK

The secret gimmick looks like a little plastic thumb but you can use this sneaky device to create some absolutely astonishing magic. The tip is worn on the end of your right thumb when you are going to perform your effects. It should be snug on the thumb but your thumb should not go all the way in. There needs to be a space between the tip of your thumb and the end of the thumb tip to allow objects to be hidden inside. When wearing the thumb tip never show it directly to your friends but, instead, keep it hidden behind your fingers. If kept in motion the very tip of the thumb tip looks just like a real thumb!



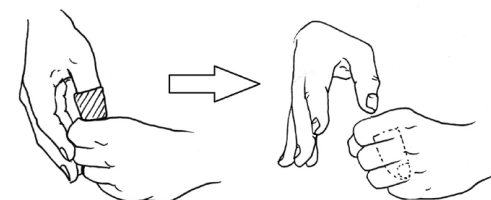
68. THE VANISHING SILK

Stick your thumb with the thumb tip on it into the top of your left fist and quickly withdraw your thumb, leaving the thumb tip hidden in the top

of your left fist. Now immediately start to push a silk (6"-9" will work well) into the top of your left fist, using your finger. Push the silk all the way into your fist and for the last push or two use your right thumb. On that last push you will secretly stick your thumb silk in the thumb tip on your right thumb. Do not look at your hands when you do this. Instead look directly at your friends! You can now open your hands freely, to show that the silk has disappeared! *If you don't have access to a silk, you can use an ordinary tissue.

69. THE LAST PUSH

Poke in your right first finger as you did before but this time move the opening of the thumb tip backwards so that it is sticking out of the back of your left fist with the left fingers keeping it against the left palm. Keep the back of your hand to your friends so that they can't see it. Now tap the top of your left fist with your right hand fingers and, as you do so, let your right thumb enter the thumb tip from behind and remove it from the back of your fist.



70. RETREIVING THE SECRET GIMMICK

After the vanishing silk trick, instead of ditching the thumb tip and silk into your pocket, you can make the silk reappear from your left fist. After you show your hands to be empty, close your left fist once again and stick your thumb into the top of the fist. With your right hand make a magical pass over your fist and then using your right fingers and thumb, start to slowly pull the silk out of your fist. Under cover of the silk you are now holding with your right hand, casually stick your right thumb back inside your fist and retrieve the thumb tip. You can then casually place your hand in your pocket and ditch the thumb tip.



71. A FUN REPRODUCTION

After you have vanished the silk say, "It must have gone somewhere! Let me look up your sleeve!" With your left hand, hold your friend's wrist at the end of their sleeve. Now put your right hand against their sleeve so that your fingers are uppermost, covering your thumb. Your thumb (with the tip on it) goes into their sleeve. With your left fingers grip the thumb tip (through the sleeve) and drag out the silk by removing your right thumb. Once the silk is free, put your right thumb back into the tip and release their wrist.



72. THE COST OF A SILK

Have a coin in your left hand pocket. As you go into your routine put your left hand into your pocket and hide the coin in your hand at the base of your fingers. Keep your fingers curled inward so that when you remove your hand from your pocket the coin stays hidden. Now vanish a silk. The only difference will be that you have a hidden coin in your left hand when you put the thumb tip there. At the end, the silk will be in your thumb tip and the left hand will just contain the coin. Say, "Do you know how much that silk cost me at the magic store?" Whatever they say open your hand to show that the silk has gone and there's just the coin!

73. VANISHING WATER

Your thumb tip can vanish lots of other things for you. It can even vanish a small amount of liquid. If you do this effect do it over a bowl or sink and not over an antique table! Load the thumb tip into your left hand then pour in a tiny amount of water making sure it goes into the thumb tip. Secretly remove the thumb tip just as you have done when vanishing the silk then open your hand to show that the water has completely vanished!

74. FREEZO

If you can hide a small ice cube in your hand (just as you did with the coin earlier) you can really make your friends think you are a human ice machine. Keeping the ice cube hidden in your left hand do the vanishing water effect above but don't open your hand yet. Say, "I have ice cold blood and can prove it by freezing that water into ..." Open your hand to show the ice cube and finish by saying, "... a cube of ice!" You can also get a realistic looking piece of plastic ice at most party supply or toy stores.

75. COOL CANDY

Rather than using an ice cube you can hide a small piece of candy wrapped in foil in your hand. After secretly putting the thumb tip into your left fist, place a small amount of sugar and a tiny bit of rolled up foil directly into the tip. Steal the thumb tip away and rub the back of your left hand. Pretend to remember something and reach into your right hand pocket. Ditch the thumb tip there and pretend to bring out an invisible object. Say, "I nearly forgot the secret invisible cocoa bean!" Pretend to insert the invisible cocoa bean into the top of your left fist. Rub your left hand a little more then open your hand to reveal the candy!

76. MONEY FOR NOTHING

If you fold up a note by pleating it in eight folds then folding it in half, the note can fit into your thumb tip. Have a note set this way in your thumb tip on your right hand. While at dinner pick up a bread roll and hold it to your ear. Give it a little shake as if you are listening then say, "I think this may be one of the special ones!" Before your friends think that you have gone completely insane, push your right thumb into the note to make a hole and leave your thumb tip behind. Pull the note from tip and open it up. Say, "I thought so! I saw an ad where they said every tenth roll would have a prize inside!" Leave the thumb tip behind in the roll for now and retrieve it later.

77. SIGNED NOTE TO ROLL

Borrow a note from a friend and ask them to sign their name on it with a pen. Fold up their note just as you did in the above effect. Borrow a regular clean cotton handkerchief or provide your own and place it over your closed left fist. Use your right thumb to push the handkerchief

down into your fist making a well and leaving the thumb tip behind. This is just the same as loading the tip into an empty fist. Now push their note into the left fist making sure that it goes into the thumb tip. Secretly remove the thumb tip and note from your right thumb. Now say, "Watch the handkerchief because it has a habit of eating money!" Grip one corner of the handkerchief with your right fingers on top and right thumb (still with the tip on) underneath. Open the left fist and let the handkerchief open up. Say, "Your money has gone but I can get it back!" Reproduce their note from your dinner roll just as you did in the above effect!

78. STRANGE STRING

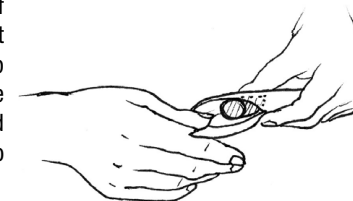
In addition to your thumb tip you'll need two lengths of string. Into one of the strings, tie a few knots and roll it up. Hide this in your left hand. Have the thumb tip on your right thumb and the other piece of string on the table. Load the thumb tip into your left hand and pick up the string with your right hand. Gradually lower the string into the top of your left fist and into your thumb tip. Steal away the thumb tip as you say, "As a magician I have incredible muscles in my hands. For example here's a tough one-handed feat I've been practicing!" Wiggle your fingers a little bit then open your fist to show the knots tied in the string!

79. THE ENVELOPE

Put a length of string into the bottom of an envelope. Then tuck your thumb tip into the envelope so that it doesn't show. Show a matching length of string and cut it into several short pieces with a pair of scissors. Drop the cut pieces of string inside the envelope, letting them go into the thumb tip. Put your right fingers behind the flap and bring it to your mouth to lick it. As you do this, your right thumb steals the thumb tip and finishes sealing the envelope. Hand the envelope to your friend and claim that something very mysterious will happen inside the envelope. Make a magic gesture then let them rip it open to discover the restored string!

80. BANKO

Start with five envelopes numbered from 1 to 5 on your table. In each envelope have a piece of paper, the same size as a note, folded up just as we have done in various effects so far. On your right thumb is your trusty thumb tip containing a folded up note. Say to your friends that one envelope contains a valuable cash prize but that the others contain nothing. Get your friends to take four of the envelopes even allowing them to change their minds if they wish. Eventually they have four and you are left with just one. Get them to look in their envelopes and they will discover blank pieces of paper. You reach into your envelope with your right thumb and pull out the note leaving the thumb tip behind. Crumple up your envelope and toss it to one side as if it were not important. Open the note and say, "Yet again I'm the lucky guy!" Don't forget to retrieve your thumb tip later!



81. SAFECRACKER

For this very strong effect you'll need a small box with a keyhole lock and a key that opens the box. You will also need five extra keys that do not open the box. Put the five extra keys into five envelopes numbered from 1 to 5 and have the real key in your thumb tip on your right thumb. Inside the box have a number of notes. Claim, in your show, that the box is a safe inside which you keep your savings. Offer your friends a choice of envelopes until four have been taken,

leaving you with just one. They each reach into their envelopes and remove a key. They each, in turn, try to open the box but all of them fail. You reach into your envelope and, leaving the thumb tip behind, bring out the real key and show that you can easily open the box!

82. INFLATION

Start with two 10 cent pieces in your thumb tip on your right thumb. Ask to borrow a note and roll it around your right thumb to make a tube. Pull the tube off your thumb taking the thumb tip along with it. Say, "A note isn't worth what it used to be! My grandpa said his notes were worth at least a 20 notes!" Tip the tube allowing the two 10 cent pieces to fall to the table. Put your right thumb into the tip, inside the note as you allow the tube to unroll.

83. SILKWORM

Have your silk inside your thumb tip on your right thumb. Borrow a note and, just as you did in the above effect, roll the note around your thumb and secretly conceal the thumb tip into the rolled up note. Say, "Do you know that there are actually cotton fibers in our notes? Let me prove that to you with the help of my invisible magical silk worm!" Pretend to drop something into the tube then look inside and say, "Yes folks he's taking those fibers and making ... " Pull out the silk, "... a silk!" Secretly take the thumb tip back just as you did in the Inflation effect and hand back the note.

84. A VERY STRANGE THING

This very weird way to use a thumb tip was first shown to us by Eric Mason. He would have a thumb tip on his right thumb and then spread a table napkin over his working surface. He would claim that he would try to create a creature under the cloth. His hands would go under the cloth and, while pretending to create something; he would remove the thumb tip and stand it up under the cloth. His hands came out and, there in the centre of the handkerchief, was 'something! He would tap it with a spoon to prove that it was a solid object that had appeared from nowhere. He'd then say, "Let me pull it out to show you!" He'd reach under the cloth and quickly put the thumb tip back on his right thumb. He'd finish by pulling the cloth away and saying, "Too late, it's vanished!"

85. SILK-CENTRED

Before your show, you must get a duplicate silk like the one you will use to vanish with your thumb tip. You must also get (two) sets of two other different coloured silks. Tie one of the different coloured silks onto the end of the duplicate thumb tip silk. Tie the other different coloured handkerchief onto the other end of the duplicate thumb tip silk. You will now have three silks tied together by their ends with the duplicate thumb tip silk in the middle. Place this set of three into the secret compartment of your Mesmerizing Production Panels. When you are ready to perform, bring out the panels and show them to be ordinary. Now display the duplicate silks of the ones that were tied to the thumb tip duplicate. Place them in the panels in the magical way you did earlier by allowing them to fall into the bag. Now, vanish the last silk using the thumb tip as you did for the Vanishing Silk trick. Then make a magic pass over the panels and pull out the set of three. To the audience it will look like you simply dropped two handkerchiefs in the triangle and one you vanished has appeared tied between them!

86. AND NO MESSY CLEAN UP!

At the end of your show, you can bring out a wet-nap in its package. Tear the package open and use the wet-nap to wipe off your hands. "I like to keep things mess-free", you can say to your audience. As you wipe your hands, remove the thumbtip and hide it behind the wet-nap. Slowly stuff it into the thumbtip, using a motion similar to wiping your hands, then place the thumbtip back on your thumb. Finally, show your hands completely empty!

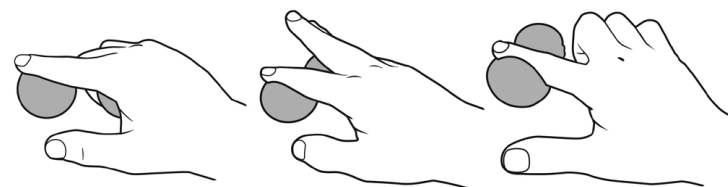
87. CANDY COLOURED PREDICTION

Using some soft wax, stick your thumbtip to the inside of a cup. Place 5 red candies into the bottom of the cup. During your show, bring out a packet of the same candies. Tell your audience you will make a prediction and, without them seeing, write the word "red" on a piece of paper then fold it up. Remove one of each colour of candy and drop them into the cup (really, you're dropping them into the thumbtip). As you drop in the last piece, steal the thumbtip away on your thumb. Now, ask a spectator to reach in and choose one of the pieces of candy. Since only red candies are in the cup, the spectator will choose red by default, perfectly matching your prediction!

4 SPONGE BALLS

88. 4 SPONGE BALLS

The sponge balls are a favourite prop with professional magicians, especially those who do close-up magic at parties. Because they compress into a very small size they are perfect for manipulations. Start with all four sponge balls in your right- hand pocket. As you are talking to your audience get one ball squashed up and hidden in your right hand and then bring out another ball to put on your table. Don't let them see the one hidden in your hand! Say, "Here is a very special ball! It can magically mutate . . . watch!" Cover the ball with your right hand adding the hidden ball to the visible one. Rub your fingers back and forth letting both balls gradually escape from under your hand. It will look just like the single ball mutates into two in a very strange way!



89. AND LEAP!

Casually reach into your right hand pocket and get another sponge ball squashed up hidden in your right hand. Take one of the visible balls and ask a helper to hold out one hand. Hold the two (she thinks it is one) balls together in your right hand and place them into her palm, asking her to close her hand into a fist around the ball(s). Everyone thinks she is holding one ball but actually she is holding two! Put the other ball into your pocket and pretend to leave it there but instead keep it squashed up in your right hand for the next part of your routine. Say, "one ball in my pocket and one in your hand...now the magic!" Snap your fingers and ask her to open her hand. Everyone will be astonished when two balls are found there!

90. LEAPERAMA

Pick up the two balls and add the third ball to them as you ask your helper to hold out her hand again. Put the three balls (everyone thinks there are only two) into her hand and once again ask her to close her hand around the balls. Say, "I need one more ball and luckily I have one right here!" Bring out the last ball from your pocket and show it. You are now going to vanish it using the French Drop. As you make it vanish you can casually put your left hand into your trouser pocket and leave the ball behind! After you have vanished the ball ask your helper to open her hand and everyone will gasp when she finds three balls instead of two!

91. IT'S IN MY EAR

Rather than having the last ball in your pocket you could have it tucked into the neck of your shirt below your right ear. When you need the last ball you can then say, "I need one more ball and luckily I have one right ear." Reach up and get the ball from your collar pretending to pull it from your ear!

92. THE VANISHING SPONGE BALL

With the left palm up and fingers curled in slightly, hold one of the balls between your first and second fingers and thumb of your left hand. Now with your right hand, palm down, reach as if you are going to take the ball. Your right thumb goes underneath the ball and your right fingers start to curl around it. As soon as the ball is covered you secretly let it fall down into your left hand. Close your right hand into a loose fist and hold it up as your left hand (secretly hiding the ball) drops down to your left side. It is very important to focus all attention onto your right hand just as if the ball were there! You can now slowly open your hand to show that the ball has vanished! As you make it vanish you can sneakily put your left hand into your pocket and leave the ball behind!

93. ALWAYS THREE

Here you'll start with three balls out on the table and one squashed up in your right hand. Pick up two of the balls and put them into your left hand, adding the third ball as you do so. As you close your fingers around the balls say, "two balls in my hand!" Pick up the third ball and put it into your pocket pretending to leave it there but actually squashing it back up in your hand. Say, "and one ball in my pocket. How many balls are in my hand?" When they reply, "two," say, "no there are always three balls in the hand!" Open your hand to show three balls!

94. A BIG FINISH

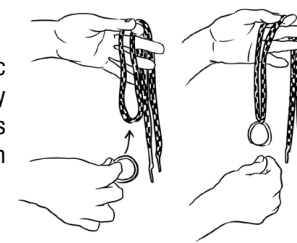
After repeating the above effect they will see three balls in your left hand and you will have one hidden in your right hand. Take the three balls and ask someone to hold out their hand. As you put the three balls into their hand secretly add the fourth ball to them. As you do so, ask him to close his hand into a fist, saying, "I'll put all three balls in your hand and none in my pocket. Now tell me: How many balls are in your hand?" He will reply with the obvious "three." Whatever the reply say ask him to open his hand to discover four!

RING THROUGH STRING

95. RING THROUGH STRING

In your kit you'll find one ring and one shoelace. The sneaky secret is hidden in the shoelace. Examine it by running your fingers along it. At one point you'll find a small bump in the lace.

This is a special, powerful magnet that allows the magic to work. You'll find that you can move the magnet by squeezing the lace just above it and pushing it towards one end of the shoelace. For now position the magnet in the centre of the shoelace.



96. TOSS ACROSS

Bend the shoelace in half (making sure that the magnet is in the middle!) and hold the ends in one hand letting the loop dangle down. Take the ring in your other hand and gently toss it towards the dangling loop. Aim directly at the magnet. This does take a little practice but the effect is amazing. It looks just as though the ring penetrates directly onto the centre of the shoelace.

97. GRAVITY

Another way to get the ring to appear to penetrate the shoelace is to once more make a loop just as you did in the toss on. Now hold the ring inside the loop and drop it straight down. It will hit the magnet and appear as if it leapt onto the shoelace!

98. KEEP IT MOVING

After performing the penetration, stretch the shoelace out and spin it between your hands. This really makes everybody believe that the ring is really on the shoelace. Don't spin too hard though as you don't want the ring flying off! Keeping the shoelace moving prevents your audience from focusing too hard on how the ring is staying on the lace.

99. THE RING PENETRATION

Having put the ring onto the shoelace you now want to get it off by magic! An easy way is to hold the two ends of the shoelace in one hand and make a loose fist with the other. Lower the ring into the fist and grip it. Simply pull the lace away from the ring and presto, the magic is done.

100. A KNOTTY PROBLEM

Thread the ring onto the shoelace and move it to the centre. Let it stick onto the magnet. Say, "I'm going to make it even harder to get off by tying a knot around the ring!" Grasp the shoelace in the centre of the ring and pull upwards. This pulls the shoelace free of the ring. Let the ends dangle just for a second then take them one in each hand. The ring, because of the magnet, will still appear to be threaded on the shoelace. Now take both ends of the shoelace and tie them in a knot above the ring. It is of course easy to remove the ring, just as you did before, but the knot makes it look even more impossible!

101. LET THEM FEEL THE LACE

After performing a couple of your penetrations give the ring to your friends to examine. Ask them to check for any secret holes or flaps. As they examine the ring, squeeze above the magnet with your thumbnail and first finger and casually move it to one end of the shoelace. Keep this end in your hand as you say, "I'll even let you feel the shoelace!" They'll be able to find nothing wrong making the performance even more magical!

102. ANTI-GRAVITY

Start with the magnet at one end of the shoelace and hold this in your right hand with the rest of the shoelace dangling down. Thread the ring onto the shoelace and hold it near the top with your left hand. Now, drop the ring letting it fall towards the floor, as you catch it in your right hand. Thread the ring back on, but this time let it attach to the magnet. Hold the ring at the bottom and slowly start to pull it down. It will secretly drag the magnet with it! Ask a friend to say, "Stop," anytime they wish. When they do, you can let go of the ring and it appears to defy gravity by staying on the shoelace! You can repeat this several times.

103. THE FAKE THREAD-ON

On Here you will seem to put the ring onto the shoelace and penetrate it off. What you actually do is to hold the ring in your hand with the back of the hand towards your friends so that the ring cannot be seen. Take the shoelace at one end in your right fingers and just pretend to put the shoelace through the ring and put your left thumb on it. Now pull the shoelace upwards with your right hand until the magnet hits the top of the ring. Drop the end from the right hand and take the ends of the shoelace in your right hand, letting the ring dangle freely. You can now grab the ring between your left fingers and thumb and say, "But this is pretty cool!" as you pull the ring visibly from the shoelace!

104. PHONE LINE ESCAPE

To do this trick you will need two shoelaces. Make sure both shoelaces have a magnet in the centre. When you are ready to perform the trick show your shoelaces, one in each hand, to the audience. After you have displayed them, open up your right hand, palm upwards, keeping it flat with your fingers facing left. Now, allowing the magnets to stick together lay the two shoelaces next to each other, over your right palm, so one end from each one of the shoelaces drapes over your palm away from you and one end from each of the shoelaces drapes over your palm towards you. Now, ask to borrow a mobile phone. At the same time that they reach for their mobile phone, casually pick up the shoelaces with your left hand by placing your first and second fingers between the two shoelaces where the magnets touch at one end and your thumb at the other end spreading the laces slightly, but allowing the magnets to remain stuck together. Now, keeping your fingers and thumb between the shoelaces, lift the shoelaces upwards.

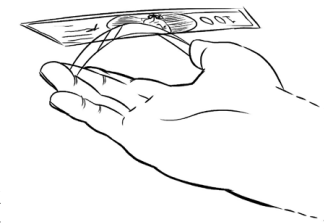
This special move separates the two shoelaces so that the two ends of one complete shoelace will hang down on one side of your fingers and thumb, and the two ends of the other complete shoelace will hang down over the other side of your fingers and thumb, as the loops from each of them are held together by the magnets. While holding the shoelaces in this position, ask the spectator to open his palm. Now, secretly place the linked middle section of the shoelaces directly under the back of his hand as you place his hand, palm up, on a table. Now, take his mobile phone and place it directly in the middle of his palm, the long way, with the top part of the phone towards his fingers. Now, take ONE end of the shoelace on the left side (it doesn't matter which one) and ONE end from the shoelace on the right side (it doesn't matter which one) and tie them together in a loose knot on top of the mobile phone. Tell your helper that you will now attempt to pass the tied shoelaces through both his hand and the mobile phone, right before his eyes! Now, take BOTH ends of the shoelaces on your left side (the one that was tied and the other one that was not tied) and hold them with your left hand and take BOTH ends of the shoelaces on your right side (the one that was tied and the other

one that was not tied) and hold them in your right hand and give all a quick tug. The shoelaces will have seemed to penetrate his hand and the mobile phone!

THE FLOATING NOTE

105. THE FLOATING NOTE

Let's begin by looking at the props. In your set you will find a thin, transparent piece of plastic with a piece of double-stick tape applied to one side. Remove the protective paper from the double-stick tape and press the plastic piece horizontally to the centre of the back of a new note. Just be sure the note is new and that there isn't a fold in the centre. Now you're ready to do some magic!



106. FLOATING MONEY

Show your friends the note. Show the front then quickly turn it over and show the back: because the gimmick is transparent, if you show the back fast enough, your audience will not be able to see the gimmick! Lay the note on your hand so that one end of the gimmick is against your palm and the other end is against the first joint of your middle finger. Bend the tip of your middle finger up slightly so the gimmick does not slip. Now, slowly squeeze the gimmick by pushing your middle finger in toward your palm. As the gimmick bends, the note will slowly rise up over your hand and look like it is floating! To make it come back down, simply relax your finger and the gimmick will flatten back out!

107. THE QUEEN'S FLYING CARPET

After you show the floating note, explain to your audience that the Queen (or whatever historical figure appears on your currency) didn't fly to Australia in a plane. No, you say, she used a flying carpet! Now bring out a 10 cent piece and show the Queen's face. Place the ten cent piece directly on the centre of the note so it is balanced on the centre of the gimmick. This time, as you do the secret move, the note will float up with a heavy coin in the middle, proving that you really do have power over the note!

108. THE REAL FLYING CARPET

Cut out a square of red construction paper a little bit larger than the size of the gimmick (you can even use scrapbooking paper with a cool design on it). Stick your floating note gimmick to the underside of the paper. This will be your "flying carpet"! You will also need a small figurine, like a Buddha. Tell your audience that mystics were able to levitate by going into a trance. Place your "flying carpet" on your palm the same way you would place the gimmicked note. Now place your small figurine directly in the centre, over the middle of the gimmick. Say your "mystic" is going into a deep trance and slowly squeeze the ends of the gimmick to make the flying carpet float up out of your hand! Bring the carpet back down and hand the figurine out for examination!

109. THE FLYING CARPET SWITCH

If you make two flying carpets for the above trick, you can hide an ungimmicked one in your pocket and use the gimmicked one to make your figurine float. At the end of your trick, hand the figurine out for examination. Put the gimmicked carpet in your pocket next to the

ungimmicked one. If your audience asks to see the carpet too, pull the ungimmicked carpet out of your pocket and hand it to them. They won't be able to find the secret!

110. MAKE YOURSELF FLOAT

Sit on the floor with your legs crossed and your eyes closed. Have someone take your picture in this pose and print it out. Attach your floating note gimmick to the centre of the underside of the photo. Tell your audience during your show that you are going to amaze and astound them by making yourself float! Bring out the picture of yourself and cause it to float using the floating note method above. This is a good gag for a few laughs!

111. FULL OF HOT AIR!

Before your show, put an uninflated rubber balloon into a small envelope, then attach your floating note gimmick to the back of the envelope. During your show, make the envelope float using the same method as the floating note trick, above. After you've shown the trick ask your audience if they know how it's done. When they say no, open the envelope, take out the balloon and tell them, "the envelope floats because there's a balloon inside of it!"

THE SECRET LEVITATION GADGET

112. THE SECRET LEVITATION GADGET

Inside your kit is one of the most secret of the professional magician's tools...invisible thread. This can be used for an astonishing array of effects to amaze your friends. It doesn't look invisible right now but that's because you need to do some preparation on it. It's not a single strand but many all together. Put out a sheet of white paper and hold the thread over it (the paper makes it easier to see as you split it out). Very carefully tease the end of the thread to split out the various ends. Now slowly pull out one of the threads laying it on the paper so that you can see it. For the next part, you are going to need some soft wax (candle wax will not work). We recommend beeswax or even the wax those candy bottles are made of. Knead the wax in your fingers until it's warm and soft, then ball up a bit of your wax and roll the thread around it. Stick the wax behind your ear and tease out more thread until it is about at your waist length. Cut the thread there and put another ball of wax at that end. Be very careful as the thread is quite delicate and can easily break! You are now set to perform some cool stuff with your invisible pal.



113. THE FULL SET UP

Stick one of the wax ends of the thread behind your right ear making sure it is secure, then run the thread over your ear. Attach the other wax end of the thread against a shirt button remembering just where it is so you can get to it easily. With this set up the thread should stay safe and not break as you move around.



114. THE ANTI-GRAVITY CARD

Take a playing card and attach the end of the thread, using the wax, to the centre of the card. If you let it go it will now just dangle on the thread from behind your ear so don't do that as it won't look very good at all! Instead lean forwards and spin the card between your fingers and it will look like a small UFO gyrating in midair!

115. ALL AROUND

As the card is spinning in 'midair' turn one full revolution of your body and, because of the thread, the card will follow you looking as if it is spinning all around your body. Done smoothly it looks absolutely impossible!



116. OVER AND UNDER

As the card is spinning, pass your hand over and under the card (being careful, of course, to avoid the string) so it looks like there's no way the card could be hanging from a thread. It's best to do this diagonally from top to bottom so your hand is on the outer edge of the card while it's over the top but directly underneath the centre of the card while it's on the bottom!

117. THE FLYING FINISH

As the cards spinning slows down take your right hand and hook the thread between your thumb and first finger. Lift up your hand letting the thread run between the finger and thumb, making the card rise up.

118. CRAWLY CARD

You can also use your thread to make things animate on a surface. Put your card onto a table and wave your hands over it (being careful to avoid the thread), then lean back without lifting your head. The card will move on the table in a spooky manner. If you put the wax at one end of the card instead of the middle you can position it so that the card can be made to turn and twist on the table to amaze your friends.

119. SUPER SHADOW

Attach one end of your thread to a plastic fork using the wax. Set the fork on your table and hold your hand above it casting a shadow of your hand over it. Curl your fingers in to make the shadow of your hand look as though it is holding onto the fork. Now lean back to make the fork move and keep your shadow on the fork as it does so. With a little practice it will look just as though your super shadow is magically moving the fork!

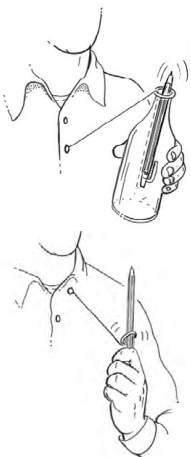
120. THE RISING PEN

To do this great effect you'll need a pen, a bottle and the thin black thread that comes with this kit. Before your show, attach the thread to the bottom of the pen with some of your wax and put the cap over it, then tie the other end to one of your shirt buttons. Make sure that the thread is long enough to allow you free movement (about three feet is enough). During your show, put the pen into the bottle with the end that has the thread attached going in first.

Stand back from your table until you feel that the thread is tight. Now secretly pull on the thread by leaning back a little and the pen will rise from the bottle! By leaning forward it will drop back into the bottle!

121. THE PSYCHIC RING

Using your thread set up but with a shorter thread, you can make a borrowed ring do an amazing effect. Hold the pen with the end that the thread is attached to upwards. Borrow a finger ring and drop it over the pen. Now by moving the pen away from you a little the ring can be made to rise up the pen in a very weird manner! By relaxing the tension on the thread the ring will drop down again!



122. IT CAME FROM OUTER SPACE

Get a very large coin and, as you did in The Anti-Gravity Card, attach your thread set-up to the centre of the coin with a small piece of wax. Give the coin a spin and astound your audience as they watch the spinning coin float in mid-air!

123. THE ROLLING STONE

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

124. SPIDER PICKS THE CARD

Get a small, plastic spider toy and attach one end of your invisible thread to the bottom of it with your wax. Use your Wonder Deck to force the 7D. Now, place the 7D and five other random cards face-up in a circle. Tell the audience that your pet spider is going to choose their card! Place the spider in the middle of the circle. Secretly pull on the thread in the direction of the 7D so the spider “crawls” onto that card. Once the spider is on the card, stop pulling the thread and tell the audience your pet spider is never wrong!

125. THE SPOOKY REVEAL

Take your wax and attach your invisible thread between two 7D's. The wax will cause them to stick together but make sure they are perfectly squared! Take this special card and put it into the centre of your Wonder Deck. Force the 7D as usual, then place the deck on the table, face up, and walk away. Secretly and slowly pull on your invisible thread and the card will slowly come out of the deck! Once it is fully out of the deck, walk back over to the table and pick it up, showing it is the chosen card!

126. THE RISING CARD

Do the same as above, only this time, place the deck into a glass so it holds the deck upright. Stand over the deck and raise your hand above the glass (actually, secretly pulling on the invisible thread) and the chosen card will rise from the deck!

127. MYSTERIOUS MATCHBOX

You will need an empty matchbox and your invisible thread for this next trick. First, take one of the Seven Of Diamonds cards from your deck and fold it up then put it inside the box. Next, attach your invisible thread with your wax to the inside of the matchbox drawer and push it back into the box. During your show, use your Wonder Deck to have an audience member choose the 7D. Tell the audience that you have a ghost friend who will put their chosen card into the box! Bring out your matchbox and place it on the table (a bit of wax on the bottom of the box will keep it from sliding). Step back from the table and secretly pull the string so the matchbox drawer opens. Tell the audience that the ghost has made his decision as you dump out seven of diamonds! You can then riffle through the deck and show that the seven of diamonds is no longer there!

128. THE VANISHING COIN

Take your invisible thread and stick it to the back of a coin using a little bit of your wax. Show the coin and place it on the table in front of you, about four inches from the edge. Now cover the coin with a piece of cloth, so that the cloth comes right to the edge of the table. Quickly pull on your invisible thread so that the coin slides across the table and falls into your lap. When you lift up the cloth, the coin is gone!

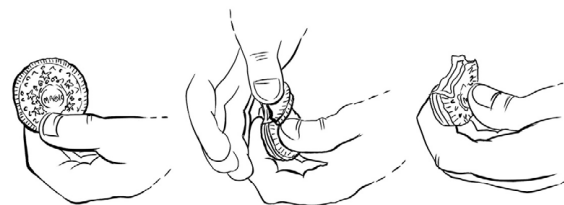
129. ANOTHER VANISHING COIN

Take some of your wax and press a small amount of it into the corner of a handkerchief. Show your audience an ordinary coin. Lay the handkerchief on the table with the corner with the wax on it facing up. Place the coin in the centre of the handkerchief. First, fold the corner with the wax on it over and press it onto the coin, so the coin sticks to the corner of the handkerchief. Next, fold the other three corners over the top of the coin so you end up with a little, square package. Make a magical gesture and lift up on the last corner you folded, whisking the handkerchief into the air. Because the coin is now stuck to the handkerchief, it will appear that it has vanished!

THE MAGIC COOKIE

130. THE MAGIC COOKIE

Carefully examine the rubber cookie that comes with your set. Although it looks like a real one it is actually a clever magic prop. You'll find that a section of it can be bent back to make it look as though a bite has been taken out of it! Here's how to amaze your friends! Hold the cookie in your right hand with the secret folding part upwards. Bring the cookie up to your mouth and as you do so use your left thumb to fold back the secret piece. Keeping the folded bit held back with the right thumb, pretend to take a bite out of the cookie and act as if you are chewing. Show the “bitten” cookie to your friends being careful not to let them see the folded back piece. Suddenly give a little cough and at the same time release the folded back piece by pulling your right thumb down. The secret piece will quickly spring back into place making the cookie magically restore itself!



131. SLAM DUNK

A great way to use your cookie is to pretend to dunk it into a glass of milk. Hold the cookie in your right hand but this time with the secret piece at the bottom. As you go to dunk the cookie into your milk, fold the secret piece upward and behind the cookie. Then pretend to dunk the cookie and bring it back up into sight. You can say something like, "I hate when my cookie breaks in the milk!" Blow on the cookie and release the secret piece (just as you did before) and the cookie will magically restore itself for you.

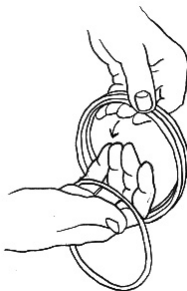
132. A PROFESSIONAL TOUCH

A very good tip is to get a real cookie box and put your trick cookie into it. Now when you are doing your show you can bring out the box to remove the cookie from it. It doesn't sound like much, but this will really help to convince your audience that it is just a completely normal cookie. You could even have some real cookies in the box to share with your friends but just be sure that you get the fake one for your magic!

THE LINKING RINGS

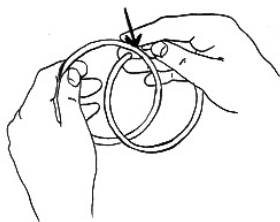
133. THE LINKING RINGS

Your four-ring set consists of the following – a normal ring, two rings permanently linked together and ring with a gap in it known as a key ring. Set the rings up in your left hand by first putting the two linked rings onto your hand, followed by the normal ring, followed by the key ring. Make sure that the gap is hidden in your hand and that you keep the back of your hand to the audience. Count the rings by dropping them into your right hand. First the key ring (making sure that the gap is not seen), then the single ring, then the two linked rings one at a time (being careful not to show they are linked)



134. LINK-EM

Hand the two linked rings to a friend without letting them know that they are already linked. Show the other two to your audience hiding the gap behind your fingers. Rub the two rings together and, as you do so, let the normal ring slip through the gap in the key ring. Keep rubbing for a second and then drop the solid ring showing that it has 'magically' linked onto the other one!

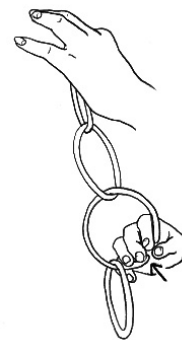


135. U LINK-EM

Say to your friend, "Of course that's quite easy for me because I am a magician but let's see if you can do it! Wave your hand over your two rings!" Get them to wave their hand over the two rings they are holding, then to pick one of the rings up. They will be totally amazed to find them linked together! Say, "Wow! You are really good at this magic stuff!" as you take the two rings from them!

136. LINE OF FOUR

Rub their two rings against your two and, just as you did before, slip one of the two through the gap. You can now open it all up into a long chain of four linked rings! Notice from the illustration (and on the DVD) how your fingers conceal the gap in the key ring making for a very clean display of the rings in a chain.

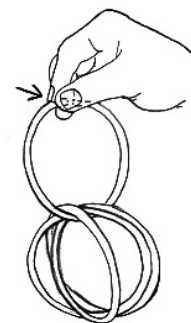


137. FINISH NUMBER ONE

You could just unlink the two rings from your chain and hand them to your friend saying, "Do you want to see if you can get those two apart?" Now unlink the single ring from the key ring. You do this by simply reversing the actions you used to link it on. Slip it through the gap as you rub the rings against each other! Hand the single ring out and put the key ring in your pocket.

138. FINISH NUMBER TWO

Another popular way to finish the routine is to link all the rings onto one. Here it is easy because all you have to do is take the lowermost ring of the linked pair and, as you rub it against the key ring, slip it through the gap in the ring. Now drop it to show that all the rings are linked onto one. If you cover the gap in the key ring with your thumb you can show the rings very cleanly before putting them away and continuing with your show!



139. MORE LINKING RINGS MOVES AND IDEAS

We are thrilled that Shoot Ogawa, one of the top experts in the field of linking rings has added some extra moves and ideas for your magical presentation of this classic of magic! You'll learn the One End By One End Unlink, The Drop, The Crash Link and more! Let's get going!

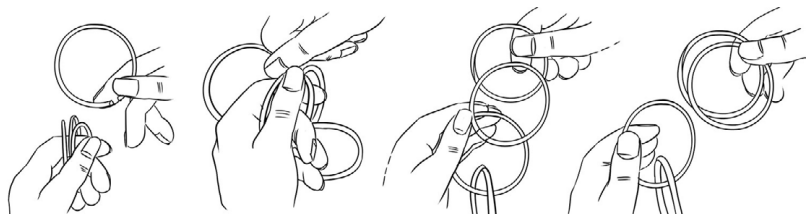
140. ONE BY ONE END UNLINK

At the finish of your routine you end up with three rings linked onto one. You are holding the key ring (hiding the gap behind your fingers of course). Now, you are going to look like you magically unlink them one at a time. First you unlink the single ring. To do this you simply reverse the actions you did when linking it on. Remember this is a secret move done behind your fingers! You are now going to do a very sneaky move. Still holding the single ring, bring your hands together saying you'll take another ring off. Line up the single ring behind the double and move all three rings up towards the opening in the key ring. Pass all three rings secretly through the gap and pull away the two linked rings. This leaves the single ring back on the key ring! Done smoothly it looks just as though you have removed another ring. What you've actually done is switch the double for the single!

141. THE DROP

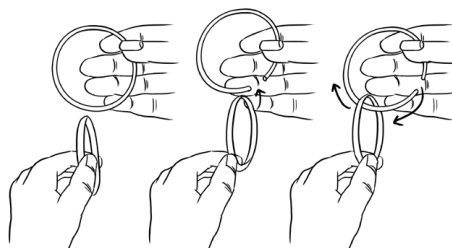
This is a nice sequence for the first link. Begin by counting your rings just as you did for your basic routine. Now take the key ring (hiding the gap behind your fingers) into your right hand. The other three rings are hanging from the left hand as shown. Note that the double set is

towards the outside with one of the rings split away from the other with your fingers and thumb. Now do the following actions: Tap the key ring against the top of the three other rings. Tap again but as you do so the key ring goes behind the other three and at the same time drop the loosely held ring on the outside. At this moment it will look like the ring you tapped has linked onto another one! In a continuing motion grip all the rings with the right hand and separate your hands. Your left hand can now take away the two linked rings to hand them to your friend leaving you with the single ring and key ring in your right hand!



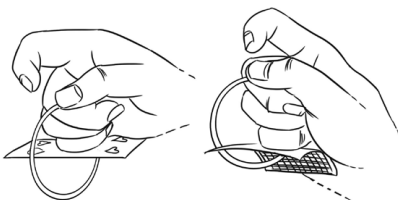
142. THE CRASH LINK

If you have just finished the above sequence you'll have the key and single rings in your right hand. Let's link them together in a spectacular way! Take the single ring into your left hand. Hold the key ring in your right hand but make sure that the gap is lower down, just hidden by your little finger as shown. Tap the key against the top of the single ring. Now come down to tap again a little harder but tilt back the single ring a little. With practice and a bit of experimentation you'll find that during the hard tap the single ring will slide back and through the gap. Done correctly this will look just as though the ring penetrated right through solid metal!



143. PROFESSIONAL POSITIONING

To make the crash link work (and indeed some of the other advanced moves) the gap has to be in just the right place. Shoot Ogawa suggests a great idea using a playing card. Position the gap right at the bottom of your hand just covered by the little finger. Now slide a card into the gap in the ring. If the card is nice and flat, just being held against the finger, then the gap is in exactly the right place. If the card bends, the gap is just a little too high. If the card falls out, then the gap is too low and could be seen by your audience. Using the card technique in practice will make sure that you learn the exact position of the ring!



144. MORE UNLINKING

Here's another way to unlink the first ring at the end of your routine. Start by having the three

rings (the single and double) on the key ring like at the end of a routine. You are now going to look as though you are putting it back into a chain of rings and at the same time secretly release the single ring for a stunning unlink. Lift up one of the double rings and the single ring towards the gap in the key ring. Secretly pass these two rings through the gap leaving the other one behind. Lower the hand holding the two rings down allowing the single (now free) ring to dangle down off your fingers as shown. It looks as though you have created a chain of four linked rings again! Slowly pull away the free ring. It looks like it unlinks from the very bottom one of the chain even though you know it was already free!

145. UNLINKING THE LAST TWO

Here's another amazing way to release the single ring from the key ring. Start with the two rings linked with the key ring held by the left hand (with the gap hidden by your little finger) and the normal ring dangling down. Hold the single ring with your left hand palm down. Pull it against the edge of the key ring that is in full view. Repeat this a couple of times. You are now going to turn your left hand palm up. Note how this rotates the solid ring towards your right hand palm! Now pull the ring towards the edge of the key again but allow the right side of the solid ring to sneak through the gap. Done smoothly this is an incredibly deceptive action. Very slowly pull the ring free. This amazing action looks just as though the rings are separated in full view!

146. NOTES ON THE LINKING RINGS

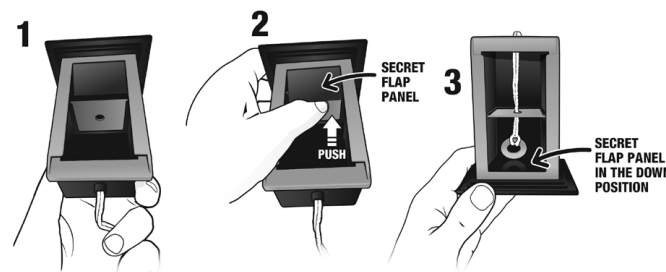
First of all, big thanks to Shoot Ogawa for all of his amazing moves with the rings. If you learn them all carefully you really will look like an expert! Play with all the moves and then put them together to create a special routine of your own to dazzle your friends. You could start by showing the rings, then doing the drop to link two together. Get a friend to hold them and use the crash link to link the two you are left with together. Now link them into a chain of four. Finally unlink them one at a time before bowing to your well-deserved applause!

THE SQUEEZE THROUGH

147. THE SQUEEZE THROUGH – THE SET UP!

Let's look at how to set up the ingenious prop that does all the work for you. Do this carefully so that you don't break the delicate mechanism, in fact younger magicians may want to get a grown up to help them with this!

1. Turn the cabinet upside down so that the secret flap opens.
2. Push the secret compartment down to the base of the cabinet.
3. Let the secret flap fall down again as you turn the cabinet the right way up and you are all set to go!



148. THE INCREDIBLE RING THRU-HOLE - THE FANTASTIC EFFECT!

First show your friends the slide with the small hole in it and explain that the hole is far too small for the ring to through. Now thread the ring (preferably one you have borrowed from a friend) onto the string and thread the loose ends of the string through the hole in the slide. Pull on the ends to prove that the ring can't pass through the hole. Now thread the loose ends of the string through the hole in the top of your cabinet and then feed in the slide making sure that it goes fully home in its slots in the middle of the cabinet. Point out that the ring is on the lace in the lower section before sliding the front cover into place. Pull quite hard on the string until you feel the secret compartment lock into place at the top of the cabinet. Now remove the front cover and your friends will be amazed to see that the ring has 'penetrated' through the small hole! Pull the ring and string from the cabinet and let them examine the ring.



THE SECRET CARD BOX

149. THE SECRET CARD BOX

Now let's take a look at the first sneaky card box that comes along with your set. It can be used to create some amazing magic so do make sure that you understand how to use it before moving on!

1. Examine the box carefully and you'll notice that inside the box there is a special extra flap. If you close the box and turn it over the secret flap will fall to the bottom of the box. It is vital to the magic that your audience is never aware of the secret flap!

2. Put a playing card into the lid half of the box and cover it with the flap. The box looks completely empty.

3. Now close the lid and open it again. The card has re-appeared in the box because the flap has fallen from the top to the bottom.



150. THE MISSING CARD

Hide a playing card under the flap and remember which one you put there. Bring out the deck of cards (perhaps even the one supplied with your kit!) that you took the card from and say, "That's a little odd, my cards feel as though they are one card short!" Look in the box and make sure that your audience sees that it is empty. Close the box and put it to one side. Look through the cards quickly and say, "The four of clubs (say the card under the flap) is definitely missing! Well I'll make a new one by magic!" Open the box and show that you have magically created a new card! Put the card into your deck and carry on with a super cool card trick!

151. THE VANISHING JOKER

Bring out your cards and say, "I don't need the joker for my magic so we'll just pop it here into the box!" Put the joker into the box and close the lid letting the flap fall on top of it. Now say, "I'm getting fed up of always having to remove the joker so let's get rid of it by magic!" Make

a magic gesture over the box and open it to show that the joker has vanished!

152. A LITTLE CONFUSING

Put a card (let's say it is the four of clubs) under the flap in the lid. Now openly place the joker into the box and close the lid. As in our first effect "discover" that you are short one card. Say, "No problem I'll use the joker as a wild card, it can stand for the four of clubs!" Open the box and show that the joker has changed into the four of clubs!

153. RESTORATION

For this effect you will need two identical cards. Put one of the cards (let's say the five of hearts) under the flap. Now, during your show, take the other five of hearts and tear it into four pieces. As you do this you can say, "I never liked this card!" Put the pieces into the box and close the lid. Now say, "Do you know why I never liked it?" and whatever they reply you make a magic gesture over the box. Open it to show that the card has amazingly restored into one piece! Finish by saying, "I never liked it because it's magically indestructible!"

154. SUPER RESTORATION

1. Tear one corner from a known card (let's use the five of hearts again) and place the corner into the lid of the box. Next put the rest of the card on top and finally put the flap on top of all.
2. Now, during your show, rip another five of hearts into four quarters and put it into the "empty" box. Now close the lid and say, "Actually it may be better if you get a little souvenir"
3. Open the box again but tilt it towards you a little so that they can't see inside. Take out the corner that will now be on top of the restored card thanks to the sneaky falling flap.
4. Close the box and give them the corner. Make all the magic gestures that you want then open the box to show the other pieces have joined back together magically. To prove that it is the same card they can check that their "souvenir" corner fits exactly into place!

155. SPOOKY GHOST WRITING

On a piece of paper write a message. It can be something silly like 'Do you believe in ghosts?' or something that you need for your show like 'Did you shuffle the cards?' Put this piece of paper under the flap. Show the box empty and show a blank piece of paper (make sure that it is identical to the piece under the flap) and put it inside the box. Close the lid and say, "There's a ghost who lives in my box, he's very friendly so don't worry! He's going to write a message or you!" Pretend to hear something and hold the box to your ear. Now say, "My mistake we forgot to give him a pencil!" Open the box (tilting it towards yourself so they can't see inside) and put a short pencil into the box. After a few moments open the box to show your friendly ghost's writing ability! If you don't like talking about ghosts you can say that your pet trained flea did the writing!

156. VERY SPOOKY GHOST WRITING

If you can find out something secretly about one of your helpers you can turn your friendly ghost into a true wonder worker! Let's say one of your friends has a middle name that they never use and never tell. If you can sneakily find out that name then your ghostly writing showing the special secret will produce an awesome effect upon them! Just be careful not to have the message reveal something embarrassing to your friends because you never want to upset your audience just make them have fun!

157. THE AMAZING ESCAPING CARD

Put a card into the lid (say the five of hearts) and, on top of it, place a small empty sealed envelope. On top of this place the flap so the box looks empty. Show your helper a duplicate envelope and put a duplicate five of hearts into it. Ask your helper to seal up the envelope as you say, "The five of hearts is the Houdini card of the deck. He's incredible!" Put the envelope into the box and do a countdown from three to one. Open the box and there is the card on top of the empty envelope, an astonishing escape! You could finish by saying, "If I'd given him a few moments longer he would probably have got out of the box as well!"

158. YOU DRAW IT

Put a five or ten note under the flap in the lid. Show your audience the empty box and claim that it can change a drawing to actual money! Take a piece of paper about the size of a note and roughly draw something on it, then place it in the box. Close the lid and say the magic words. Your audience will be astounded when you reopen the box and a real note is now in the box!

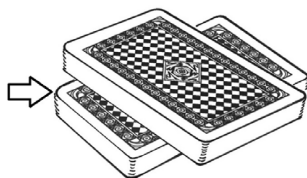
159. CHANGE FOR A FIVE

Put four coins under the flap in the lid. Now show your friends a note and say, "I need to play some pinball later on so I need some change!" Put the note into the box and close the lid. Shake the box and say, "It doesn't normally happen that quickly!" Open the box to show the four coins and finish by saying, "It's very useful being a magician sometimes!"

AMAZING MAGIC WITH PLAYING CARDS

160. CROSS CUT FORCE

Before your show, place the card you want to force on top of the deck of cards. Now ask your helper to cut the top half of the deck to one side. Pick up the lower portion of the deck and put it crossways on the cut off cards (in a "+" shape). Now lift off the top portion and ask them to take the top card of the lower portion. This is the force card!



161. THE 10/20 FORCE

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

162. THE DOUBLE LIFT

Now let's learn how to lift the top two cards off the pack as one. Begin by placing two cards on top of the deck: let's use the Ten of Clubs and the Seven of Diamonds. The Ten of Clubs will be the actual top card and the Seven of Diamonds will be the card you show as the top card. You must now lift the top two cards as if they were one card and show the Seven of

Diamonds as being the top card. A good way to do this is to slightly nudge the top two cards over slightly with your thumb. You can then easily grab them from the opposite side of the deck where they will slightly overhang.

163. CARD TO THE TOP

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

164. CH-CH-CH-CHANGES

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

165. CARDIS

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

166. TRIPLE LIFT

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

167. CONCENTRATION

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

168. ACES TO THE TOP

Before your show remove the four Aces from the deck and put them into your pocket. During your performance get a helper to shuffle the cards as much as they like. Take the deck from them and put it into your pocket on top of the Aces already there. Reach into your pocket and remove the Aces one at a time to show your incredible skill!

169. GRANDPA'S LETTER

On a piece of paper write 'I knew you'd get into trouble one day so I'll help you out by telling you that the chosen card is the four of clubs! Love from Grandpa'. Seal this into an envelope and keep it in your pocket. During your show force the four of clubs on a friend (remember we learned how to do that earlier!) and then ask them to shuffle the deck. Start to look for

their card but pretend to be having trouble finding it. Finally say, "There's only one hope folks. A year ago my Grandpa sent me a letter saying it would help out in times of trouble!" Bring out your letter and ask your friend to open and read it aloud. Finish by saying, "Good old gramps, he's the man!"

170. PROFESSIONAL LETTER

If you really want this to be totally convincing address the envelope to yourself and send it through the post. That way it will have a genuine post office stamp upon it. You might also want to crumple it up a little bit to make it look older. After all you are claiming that the letter is a year old so it wouldn't be in perfect condition after that time!

171. TWO PAIRS

The magician removes two cards from the deck. He then has a spectator cut the deck. The magician then flips over the cards that he selected then flips over the two cards of the deck that were cut to and the cards match! Begin by shuffling the deck. Tell your spectator that you will select two cards from the deck. Go through the cards making sure you look at the bottom and the top cards of the deck. Pick out the card that is the same number as the bottom card. Then pick out a card that is the same number as the top card. Ask the spectator to cut the deck. Take the first card (the one on top of the original top of the deck), and flip it over. Then flip the bottom half of the deck over completely. Turn over the cards you selected and they all match!

172. A PAIR OF SWINGERS

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

173. CORNERED

You will need a secret assistant for this trick. Begin by spreading a deck of cards on the table then leave the room. While you are out of the room your assistant will ask someone to choose a card. When you return to the room, have the assistant point to various cards. When he points to the chosen card he will point to the middle of the card, while on every other card he will point to its corner. When you see him point to the middle of a card, you will know it is the selected card. Wait until he points to a couple more cards, and then tell him to stop and reveal the chosen card!

174. THE REVERSAL

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

175. SUPER REVERSAL

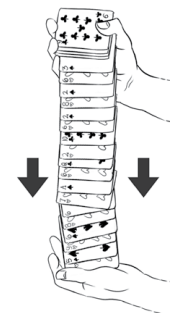
You can make a big feature of this effect by having a number of cards selected! Use ten to fifteen chosen cards but three should be enough for you. Do the effect exactly as above but this time replace all the chosen cards in different places. Square the cards up and say, "One card is tough but finding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

176. TELEPATHIC CARDS

The magician shows three cards and asks a spectator to think of one of them. He puts the three cards in his pocket. Then he brings out two of the cards and lays them on the table. "If you have been thinking of your card, it will be the one that is still in my pocket. Tell everyone the name of your card." "The three of clubs," replies the person who is thinking of the card. The magician reaches in his pocket and brings out the three of clubs! In his pocket, the magician has previously hidden two additional cards. When he shows the original three cards and puts them in his pocket, he notices their order. He then reaches into his pocket and brings out the two additional cards and places them on the table. The audience believes that they are two of the three cards he just put in his pocket. When the spectator names the card he is thinking of, the magician just has to bring out the correct one of the three cards that are in his pocket!

177. THE WATERFALL

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



178. SPRING DECK

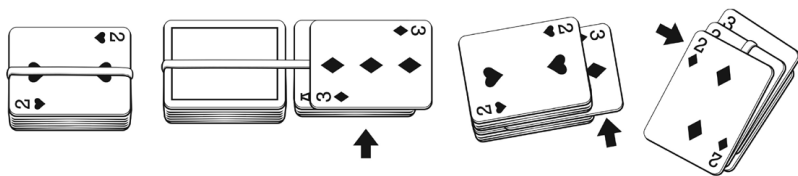
This is similar to The Waterfall except that instead of using light pressure and gently releasing the cards into your left hand, you are going to increase the pressure and “shoot” the cards from your right hand to your left hand! Begin by setting up a half of a deck as you did in The Waterfall by holding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

179. CARD THROUGH TABLE

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

180. THE RISING CARD

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



181. POPS RIGHT OUT!

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

182. THE CHOSEN RISING CARD

Begin by cutting a long slit up the centre of the back of a playing card box. The slit should be about the length of the design on the back of the box (not extending into the tab) and about ½” wide (if you are too young to use scissors, please have an adult help you). If you place your deck into the box with the card design facing the slit, it won't look like there is a slit there! However, keep that side face-down on the table anyway. During your show, remove the deck from the box and place the box slit-side down on the table. Have a spectator choose a card and return it to the top of the deck. Now, place the deck into the box again so that the top of the deck is facing the slit you made. Leaving the top of the box open, hold it between your fingers and thumb with your index finger at the bottom of the slit. Now, simply slide your index finger up and it will look like the chosen card is rising from the deck!

183. THE SECRET PEEK

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



184. THE KINGS' DOUBLES

Begin by taking all of the Jacks and Kings out of an ordinary deck of cards. You are going to then do this: pile all of the Jacks on top of your right hand then place a King on top of them. Next, place the last three Kings on top of the first King but in a fan formation. During your show, hold the Jacks and Kings as explained above- it will appear to your audience that you are only holding four Kings. Next, square the cards up and place them face-down on top of the deck. One by one, take all four of the Jacks (which will be the first four cards on top of the deck) and push them at random intervals into the deck. Make sure you do this with all the cards facing down! Snap your fingers and turn the top four cards over, revealing that the Kings have jumped back to the top of the deck! You can now spread the deck and show there are no Kings in the deck other than the ones you removed from the top!



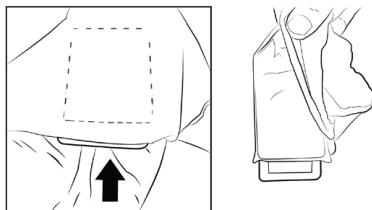
185. THE KINGS' DOUBLES 2

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

pocket. Make another magical pass over the deck and say the Kings have returned to the deck. Spread the deck, face-up, to show the Kings are indeed back in the deck!

186. CARD THROUGH HANDKERCHIEF

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



187. ONE WAY OR ANOTHER

Some decks of cards have a “one way” back: in other words, they have one picture rather than a symmetrical design. Begin by making sure all of the backs are facing in the same direction. During your show, spread the cards face-down and have a spectator choose a card. Square the deck up then turn it around so the opposite end is facing the spectator and have them put their card back. Now, spread the deck with the backs facing you and you will immediately be able to tell which card is the chosen card: it's the card that's upside-down!

188. POINTS SYSTEM

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

189. PENCIL MARKS THE SPOT

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

(blank) side of the deck!

190. WELL-SUITED

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

191. THE BENT CORNER

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

192. THE X-RAY FILES

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

193. THE COLOUR-CHANGING DECK

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

194. THE ODDS OF EVEN

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

195. EVEN MORE ODD

A spectator deals himself a small packet of cards and the magician also deals himself a small packet. “Count your cards,” says the magician. “If your total is odd, my cards will make

it even. If your total is even, mine will make it odd.” The person counts his cards and the magician adds his packet. The spectator’s total is immediately changed from odd to even, or from even to odd as the magician predicted! Simply deal yourself an odd number of cards and the trick is sure to work. Odd plus odd will produce even while even plus odd will be odd. Thus you are sure to change his total!

196. THE LADY VANISHES

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

197. THE LADY RETURNS

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

198. MIRACLE STOP

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

199. SPELLING BEE

Before your show, take out Ace through 10 of any suit and arrange them in this order (from top to bottom, all facing down): the 3 on the top of the packet, next a 5, next an Ace, then 8, followed by a 10, then 2, 4, 6, 7 and the last card 9. When you are ready to perform, take one card from the top of the packet, as you say “A”, then place this card on the bottom of the packet keeping it face down. Then take the next card from the top of the packet and place it on the bottom, as you say “C.” Then take the next card from the top and turn it over face up as you “E, and that spells Ace.” An Ace will show. Place this Ace on the table. Take the next card from the top of the packet as you say, “T” and place it on the bottom of the packet. Then take the next card from the top as you say “W,” and place that card on the bottom of the packet and finally turn the next card from the top over as you say, “O.” Now a two will show. Put it on the table and continue counting. Do the same for the numbers three, four, five, and so on until you get to ten which will be the last card in your hand. Turn it face up as you say, “Ten!”

200. PROFESSIONAL SPELLER

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

201. ROYAL SPELLING BEE

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

202. SPELLBOUND

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

203. SPELLDOWN

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

204. A VERY SILLY JOKE

Sometimes it’s fun to split up your miracles with a joke or two. This one is very silly indeed! Have three cards chosen and then shuffled back into the deck. You don’t need to try to control them at all! Hold the deck and say, “Do you want them one at a time or all at once?” If they

reply, "All at once," just throw the entire deck at them! If they reply, "One at a time," start tossing the cards one at a time at them. Either way it's a good laugh!

205. ANOTHER SILLY GAG

Have a card selected and returned to the deck. Now ask your friend to think of the value of their card and add three to it. Then ask them to multiply their new number by two, add five, take away seven and keep going on for ages randomly getting them to do silly math. The longer this goes on the funnier it gets. Finally ask them their total. Think for a second and name any card. Of course you'll be wrong but it's a funny gag!

206. SERIOUSLY SILLY

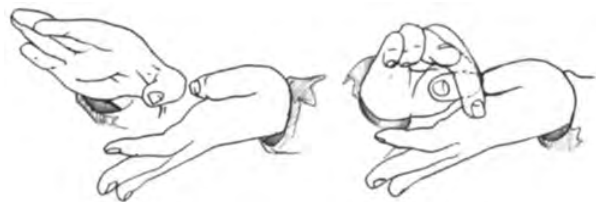
Actually when doing the above gag you will be right every now and then by chance making it a silly gag with a miracle finish. Sneaky magicians here will have already worked out that you can be right every single time by forcing a card on them at the start of the effect!

MAGIC WITH EVERYDAY OBJECTS

207. I BROKE MY THUMB

Props needed: Your thumbs!

This classic piece of hand magic makes it appear like you break off your thumb and put it back on unharmed! Hold out your left hand with its palm towards you and the thumb on top. Now bend your left thumb in at the joint so that it points to you. Bend your right thumb and put it next to your left thumb with your right first finger covering the line where the thumbs touch. Practice this so you can set the position without anybody seeing what you are doing! From the front it should look just like you have curled your right first finger over your left thumb! Now move your right hand to the right and it will look as though you have removed your thumb. Move it back it looks as though you have replaced it!



208. I BROKE MY FINGER

Props needed: Your fingers!

1. Why stop at your thumb when you can also appear to break off a finger as well! This one will take little more practice to get the illusion just right but the effort is well worth it, as it looks so good! Bring your two hands together with the right first finger going under the left hand and the right second, third and little fingers going on top.

2. Underneath the left hand your right thumb pushes against the right first finger bending it to the right.

3. Two things now happen at once as the hands separate with a



snappy motion. First you bend the left first finger inwards and secondly the right second, third and little fingers curl in a little to expose the bent right first finger. The illusion is so astonishing that you may even get a scream or two when you do this!

209. STRETCHING A FINGER

Props needed: Your fingers!

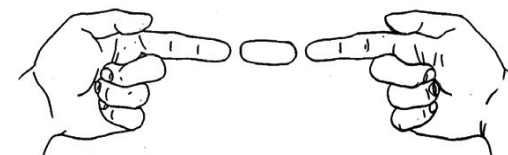
The start position is the same as if you were going to break off your finger (or at least appear to do so!). Instead of pulling your hands apart you place them with the left first finger on top of the right first finger with the left first fingertip hidden under the curled over right first finger. As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



210. THE APPEARING HOT DOG

Props needed: Someone else's fingers!

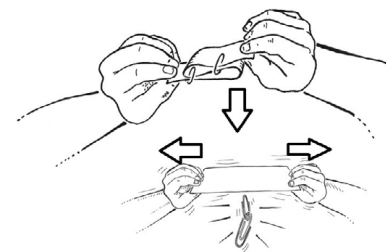
This optical illusion is always a nice one to throw in among your finger effects. Tell your helper that you will conjure up a hot dog in mid-air that only they will be able to see! Get them to hold their hands out about a foot in front of their face and about a foot apart. Now have them point the first finger of each hand tip to tip towards each other as they slowly bring their fingers together and finally allow both tips to touch. Tell them to relax their eyes and try to look at something in the distance as the two fingers come towards each other and finally touch. If you try this yourself you'll see the optical illusion of a tiny hot dog floating between your fingertips!



211. THE LINKING PAPER CLIPS

Props needed: Two paper clips and a note sized piece of paper.

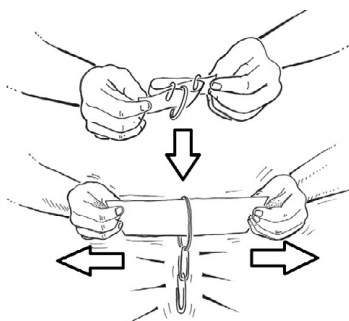
For this wild effect, you'll need two paper clips and a note. If you don't have a note you can use any currency or a piece of paper. Fold the note into an "S" shape and clip it together, with the open end of the note (bill clipped to one side of the inside fold and the other end of the note clipped to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



212. SUPER LINKING!

Props needed: two paper clips, a rubber band and a note

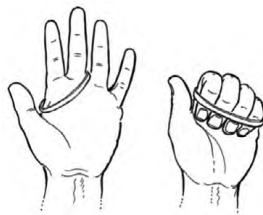
If you add a rubber band to the set-up as shown in the picture, you can create an even more amazing miracle. Clip one side of the note as you did before, but before you clip the other side, slip a rubber band onto the open end of the note and push it all the way to the folded end, then use the second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



213. THE JUMPING RUBBER BAND

Props needed: A rubber band.

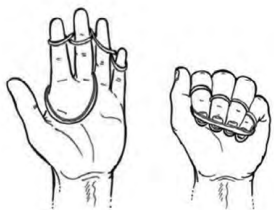
Keep a few rubber bands in your magic hat pocket and you can do even more amazing magic! Put a rubber band over your first and second fingers. Make sure that your palm is facing you and the back of your hand is toward the audience. Curl your fingers down into a fist, but as you do, pull the rubber band out towards you and slip all of your fingers inside of it, letting the rubber band rest against the bottom part of your fingers, near the nail. From the front where your helpers are watching, it will appear as though the band were around just the first two fingers. Say a magic word and straighten your fingers out. The band will magically hop onto your third and little fingers!



214. THE TRAPPED JUMPING RUBBER BAND

Props needed: Two rubber bands.

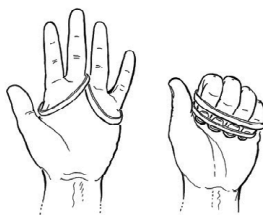
If you twist another rubber band around the tips of your fingers as shown, it will appear as though the first rubber band cannot escape. But, astonishingly, if you perform the moves as you did in the previous effect, the effect will still work!



215. DOUBLE JUMPER

Props needed: Two rubber bands.

Another great follow-up to the previous tricks involves two different-coloured rubber bands. Put one over your first two fingers and one over your third and little fingers. Close your hand into a fist, fingers towards you, and put all four fingers into both rubber bands. Now, when you straighten out your fingers the rubber bands will change places. This



will even work with a third band twisted around your fingertips, as in the trapped rubber band trick!

216. CREEPY

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

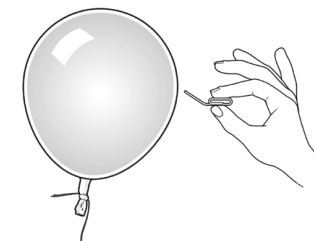
Even a broken rubber band can be used to create magic! Borrow a ring from an audience member and put it on your broken rubber band. Now grip the band in the centre with one hand, keeping the rest hidden in your hand. With your other hand, stretch out the band so that it is sloping upwards. The ring should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



217. UNPOPPABLE BALLOON!

Props needed: A balloon, transparent tape and push pins (younger magicians should not attempt this trick).

Blow up a balloon and place several small pieces of transparent tape over different spots on the balloon. When it is time to do the trick, show the balloon and begin pushing pins into the taped spots. Because of the tape, the balloon will not pop! Remove all the pins then finally pop the balloon by pushing a pin into an untaped spot!



218. THE VANISHING PENCIL!

Props needed: A pencil and a handkerchief.

Hold a pencil or pen in your left hand. Have an audience member drape a handkerchief over the pencil but as soon as they do, extend your left index finger and at the same time let the pencil slide down your sleeve. Count to three and have your assistant whisk the handkerchief away. On three, put your index finger back down and it will appear that the pencil has vanished!

219. THE BALANCING EGG

Props needed: An egg and the same thread/ring set-up described in #123 The Rolling Stone.

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

220. THE APPEARING BALL

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

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

221. THE FLYING BALL

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

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

222. THE BALANCING GOLF BALLS

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

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

223. THE ANTI-GRAVITY CUPS

Props needed: Two paper cups, a staple, a book, a newspaper and a Sharpie pen.

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

224. ANOTHER ANTI-GRAVITY CUP

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

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

piece of double-sided tape and simply stick it directly to the ball of your thumb!

225. AND ONE LAST ANTI-GRAVITY CUP

Props needed: A styrofoam coffee cup.

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

226. THE ANTI-GRAVITY BOTTLE

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

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

227. THE ROVING RATTLE!

Props needed: One matchbox full of buttons or coins, three empty matchboxes and a rubber band.

Using a rubber band, attach the rattling matchbox to your arm and pull your sleeve down over the box. During your show, bring out three empty matchboxes. If you shake the first two boxes with your left hand, they will sound empty but if you shake the third box with your right hand it will sound full of matches! Now scramble the matchboxes and ask your audience to guess where the matches are. Whatever box they choose, shake it with your left hand to show it is “empty”. Pick up one of the other boxes with your right hand and shake it saying, “nope! The rattle isn't here!” You can do this over and over!

228. THE MAGNETIC DICE

Props needed: Two dice.

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

229. CUT AND RESTORED NEWSPAPER

Props needed: Newspaper, scissors and rubber cement.

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

230. EGG TO CONFETTI

Props needed: A hollow egg (instructions below), confetti or small pieces of cut-up paper.

Begin by having an adult help you crack a hole into one side of an egg (not the top or the bottom) and drain all of the egg out of it. You will now have a shell with a hole in one side (please do not waste the egg- use it for breakfast!). Let the shell dry out completely. Once dry, fill the egg up with confetti (you can buy confetti at a party supply store or cut some up yourself from different-coloured pieces of paper). Finally, glue a piece of paper over the hole in the egg. During your show, bring the egg out and show it to your audience, making sure the side with the hole is facing you. To your audience it will look like an ordinary egg! Now, quickly squeeze the egg in your hand and immediately throw it up in the air- confetti will rain down! The pieces of shell will blend in with the confetti so it will appear the egg has vanished! *NOTE- Never do this trick over a carpet. Only do it over a flat surface that will be easy to sweep. Always ask permission if doing this trick at someone else's house. Never throw the confetti at your audience- always throw it straight up in the air!

231. THE SPINNING EGG

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

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

232. IT'S A KNOCKOUT

Props needed: Ten red checkers and one black checker.

Ten checkers are stacked up and all are red except the fourth from the bottom, which is black. The magician stands another checker on end and by pressing down with his finger, snaps it so that it shoots against the stack of checkers.

Instead of the stack falling over, the one black checker flies from the stack, while the other checkers do not fall!

Because the black checker is just high enough to receive the blow from the edge of the red checker, it is knocked from the stack without upsetting the other checkers!

233. THE MOVING CHECKER

Props needed: Seven checkers, black paper, scissors, tape and a piece of paper.

A stack of about seven checkers is set up with a black checker in the middle of the red ones. The stack is covered with a paper tube and when the tube is lifted, the black checker has moved to the bottom of the stack!

Before your show, cut a thin piece of black paper that will fit loosely around a checker then tape it into a loop. ALL of the checkers in the stack are red ones, but the centre one has the ring around it and appears to be black. The stack should be slightly uneven. The paper tube is used to straighten the stack and when the stack is straightened, the black ring will naturally drop to the bottom checker.

234. THE MOVING STACKS

Props needed: Black and red checkers, black and red paint and two pieces of paper.

Two stacks of checkers are used in this trick—one stack is red and the other is black. Each stack is wrapped in a cylinder of paper with the top twisted over to hide the checkers from above. The red stack is placed several feet away from the black stack and the magician commands them to change places. When he lifts the paper cylinders, the checkers have obeyed the order, the black being where the red were supposed to be, and vice versa! Two special checkers are required for this trick: one is red with the bottom painted black and the other is black with the bottom painted red. The prepared checkers are the bottom ones of the stacks. After each stack is covered with a paper cylinder, the magician closes the tops of the cylinders and tilts the cylinders to allow the audience a glimpse of the bottom of the lowermost checker. Thus, the black stack is identified as red and the red stack is identified as black.

235. THE DOMI-KNOWS

Props needed: A set of dominoes.

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

MENTAL MAGIC

236. PREDICTED COLOURS

Props needed: Paper and a pen or pencil.

Before your show, take four pieces of paper and write the name of a different colour on each one: yellow, blue, green and red. Fold up the pieces of paper and put them in your pocket in that order. During your show, bring out a pad of paper and pencil and tell the audience you are going to write a list of colours. Then say out loud green, blue, red and

yellow as you write them down. Then ask a helper to think of any one of the colours. When they tell you their colour, you can instantly produce the correct slip of paper to prove that you knew in advance just the one they would think of!

237. THE MIND-READING ENVELOPE

Props needed: Two envelopes, paper or card stock and a pen or pencil.

Here's another way to do the above effect. For this trick you will need to make a special envelope. Before your show, get two envelopes and carefully and neatly glue them face to face, so that they are perfectly aligned and the two flaps are facing out on both of them. Then take a thick piece of heavy paper or card stock and in pencil on one side of it write "You will choose red." On the other side write "You will choose yellow." Put this in one of the envelopes. On the other piece of paper write "You will choose green" and on the other side write "You will choose blue," and then place it in the other envelope. Put this special envelope in your pocket. During the show, ask a helper, just as you did before to name one of the four colours, when they do, all you need to do is take out the envelope and open the correct side and take the card out from the correct side, not letting them see that there are two envelopes glued together or that there is a colour on each side of the card.

238. THE APPEARING CARD IN ENVELOPE

Props needed: Two envelopes and a playing card.

Once again make a special envelope as you did for the previous trick. This time prior to your show place the Ace Of Spades from a deck of cards into it and place the envelope into your pocket. When you are ready to perform, tell your audience that you are going to magically and invisibly place an Ace inside of the envelope. Now, show them the empty envelope. Then pretend to put an invisible ace in it. As you put the envelope down on the table you will have to turn it over, without anyone seeing you do it! Then make a magic pass over the envelope and say, "I think something is in the envelope now." Then open the envelope and take out the playing card!

239. THE THREE DICE PREDICTION

Props needed: Three dice, a piece of paper and a pen or pencil.

Before your show, write the number "21" on a piece of paper and put it into your pocket. During your show, hand three dice (you can use the dice from any board games you have) to a spectator and ask them to roll the dice a few times to prove that they are ordinary dice. Now ask the spectator to roll the dice one more time and add up all of the numbers on the top of the dice. Now ask them to add up all the numbers on the bottoms of the dice. This number will ALWAYS be 21! Once they announce their final number, pull out your prediction to show you were correct!

240. I PREDICT

Props needed: A deck with a force card on top, a coffee mug and three small pieces of paper.

For this great mentalism effect you will need a deck with a force card on top, a coffee mug and three small pieces of paper. Begin by telling your spectators that you will predict three

things chosen at random. To start, have a spectator cut the deck. You will perform the Cross-Cut Force at this point but leave the deck criss-crossed on the table- do not reveal the chosen card yet! Now, say you are going to write your first prediction down: an object in the room. What you are really doing is writing down your force card! Fold this paper up and drop it into the coffee mug. Now ask the spectators to name something in the room. Let's say they choose, "chair". Pick up another piece of paper and say that you are going to write down a random number. Of course, you write, "chair" on the paper, fold it up and place it in the mug. Finally, say you are going to write the name of the card the spectators have chosen earlier: since the card hasn't been revealed yet, no one knows what it is! On the last slip of paper, write down the number that the audience has just given you, fold it up and place it in the mug. Now, pick up the top of the deck and show the force card to your audience. Now dump all of the papers out of the mug. Unfold them and your audience will be astonished to see that all three papers correctly predicted the chosen objects!

241. A MAGICAL MESSAGE

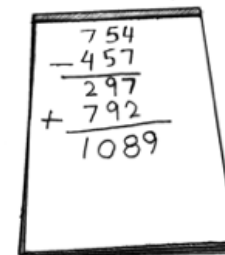
Props needed: A paper bag, a pen and around ten pieces of paper.

On a piece of paper write, "The chosen object will be a chair!" and put it in your pocket. Also for this effect you will need a paper bag, a pen and around ten pieces of paper. Ask your helpers to call out things they could see in a house and you pretend to write these objects down on the pieces of paper. Actually you simply write 'Chair' on every one of them but don't let your helpers see you doing this! Crumple up each piece of paper after you have written on it and drop it into the bag. Shake up all the pieces in the bag and ask a helper to reach in and pick one out. They open it up and, of course read out the word chair. Now take your prediction out of your pocket. Not only has a magical message appeared but it's correctly predicted the chosen object!

242. YOUR NUMBER'S UP

Props needed: A pad and pen or pencil.

On a piece of paper write, 'The number will be 1089!' and seal this into an envelope (if you'd like, you can write, 'Magic Prediction' on it). During your show bring out a pad and a pen. Say to one of your helpers, "I want you to think of a three digit number but all the numbers must be different and the first number must be higher than the last one!" Write their number down at the top of your pad. Underneath it write his number backwards (so if his number is 754 you would write 457 for example). Now subtract the smaller number from the larger one. If you aren't so good at math you might want to use a calculator here! Using our example numbers from above the answer would be 297. Write this number down. Now under our new number write this one backwards to give us 792. Finally, add the last two numbers (297 and 792) and you'll get 1089. Whatever three digit number they start with, provided they follow your simple rules, the answer will always be 1089 meaning that your mathematical prediction is always right!


$$\begin{array}{r} 754 \\ - 457 \\ \hline 297 \\ + 792 \\ \hline 1089 \end{array}$$

243. THE 1089 BOOK TEST

Props needed: A pad, pen or pencil and a book with more than 108 pages.

Choose a book from your book shelf and turn to page 108. Count through the words at the top of page 108 until you get to the ninth word and write it on a piece of paper. Now, seal this piece of paper in an envelope. During your show, do the trick Your Number's Up the same way except this time, you're not going to reveal "1089" as the prediction. Instead, bring out the same book you used at the beginning of this trick and tell the person to turn to page 108 in the book and read the ninth word from the top. When they do, bring out your sealed envelope and have them open it, revealing that you knew what their chosen word would be all along!

244. THE PSYCHIC CRAYONS

Props needed: A box of crayons or coloured pencils or coloured markers.

Show an ordinary box of crayons (coloured pencils and markers also work) and tell your audience you can guess any colour that is handed to you behind your back. Put both of your hands behind your back and have an audience member hand you any colour. Quickly colour a little bit of the crayon onto your thumbnail then bring that hand around and quickly glance at your thumbnail to see the colour of the crayon!

245. THE LIVING AND THE DEAD

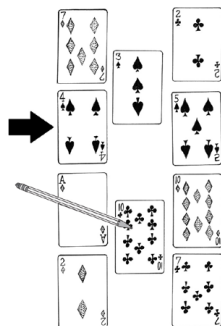
Props needed: a piece of paper, a pen, a blindfold and a bag or hat.

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

246. MORE MIND READING

Props needed: Ten playing cards, a pencil and a secret helper.

Ten playing cards are laid out on your table and, while you are out of the room, one of the cards is thought of by your helpers. You return and get one member of your audience to tap the cards one at a time with a pencil. You can immediately tell them the chosen card every time! How? The ten playing cards are laid out in the same way that the pips (the design on the face of the card) are on a ten spot card (two columns of four with a mini column of two between them). One of the cards, it doesn't matter which has to be a ten spot card. The other secret is that the helper who taps the cards is your over-worked secret pal! Although it looks as though they tap the

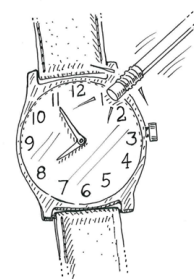


cards the same every time there is one very subtle difference. When they tap the ten spot they tap the pip on the card that is in the same position as the chosen card! As soon as they tap that ten spot you know the chosen card! Don't shout out the card; let them finish tapping all ten cards before getting it right. You can repeat this over and over and, because the method is so sly, it gets more and more baffling!

247. MAGIC CLOCK

Props needed: A non-digital clock or watch and a pencil.

You can discover a number that has just been thought of by a helper. To do this, you will need a clock or watch. Ask your helper to think of any number from one to twelve. Tell the spectator you are now going to tap a pencil against the numbers on the clock. As you do this, they are to start with the number they are thinking of and add one to it each time you make a tap. So if they were thinking of the number nine, they would count ten, eleven, twelve and so on each tap of your pencil. When they reach twenty they should call out 'Stop!' For the first seven taps, you may tap on any numbers of the clock face. On your eighth tap, you must tap your pencil on the number twelve of the clock face. Then continue tapping numbers in backwards order around the dial (eleven, ten, nine, eight and so on). When they call out stop, you may both be astonished to find that the pencil is right on their number!



248. THE HYPNOTIZED ARM

Props needed: A helper from the audience!

Ask your helper to stand with side against a wall or door and say that you are going to hypnotize their arm! Ask them to push as hard as they can with their arm against the wall for about forty-five seconds. As you do this you can say, "I just want to make sure that you don't have the strength to be able to push over a wall.

Arms that strong are tough to hypnotize!" When the time is up tell them that their arm has been hypnotized into rising upwards and ask them to stand away from the wall. They just won't be able to stop their arm creepily rising upwards!

249. THE HYPNOTIZED LEG

Props needed: A helper from the audience!

Tell your audience that you will need a volunteer. Tell them that you will put a hypnotic spell over someone and be in full control of their leg! Now tell them that using only the power of your mind, you will cause their leg to do whatever their hand is doing! First, have them lift their left leg and make clockwise circles with it. Instruct them to now make counter-clockwise circles with their left arm. Point out that their leg is now making counter-clockwise circles! Now, tell them to start making clockwise circles with their leg again, while holding their left arm still. Once their leg is going, tell them to draw a stick-figure in the air with their left hand- again, their leg will begin to draw the stick-figure too! This trick is actually science: it is very hard for a person to control their leg movements while doing something with their arms so their brain will automatically copy their arm motions to their legs!

250. SECRETS REVEALED

Props needed: A regular sheet of printer paper torn in four pieces and four pens or pencils.

Before your show, get a regular-sized, 8-1/2 x 11" piece of paper and fold it into quarters. Then, tear the paper into four pieces, along the fold lines. You will now have four pieces of paper that have two regular edges and two torn edges. Save the other three pieces because you will only need one for this trick. During your show, choose four spectators and tell them that you are going to guess their secrets! Bring out your specially prepared paper. You are now going to tear it into four pieces and give all four pieces to your spectators to write a secret on. Have them give you back all four pieces face-down. Shuffle them up behind your back too, if you'd like. Now, read each secret and immediately tell who's it was! How? Each piece of paper will be unique: the piece on the bottom left will have two straight edges and two torn edges. The piece on the bottom right will have 3 torn sides and one short straight side. The piece on the top left will have 3 torn sides and one long straight side. The piece on the top right will have four torn sides. Just remember who you give each piece to and you will immediately know who wrote which secret!

251. SQUARING THE CIRCLE

Props needed: a large piece of posterboard, some markers, a blank piece of card stock and an envelope.

Make a large card with the three shapes (a square, a circle and a triangle) drawn on it. On the back write, "You will choose the triangle". Write "You will choose the square" on one side of the blank card stock and "you will choose the circle" on the other side then seal it in an envelope. To perform the effect, simply reveal the appropriate prediction either by removing the card from the envelope with the correct side facing up or by asking your assistant to come on stage and turn the card around to reveal the prediction.

252. WHAT'S ON THE PAPER?

Props needed: A piece of paper and a pen or pencil.

The magician tells a person to write anything he chooses on a piece of paper then to fold the paper and put it on the floor. To prevent the magician from seeing anything, the person is told to put his foot on the folded paper. The magician announces that although he cannot see the writing, he can tell exactly what is on the paper. Closing his eyes and summoning up all of his mental ability he suddenly announces, "your foot". The spectator can't argue with that!

253. I CAN READ YOUR MIND

Props needed: A secret accomplice!

The next couple of effects will require a secret accomplice. Make sure that it is somebody you trust will never reveal the secret of your magic effects! For the first demonstration of mind-reading, pick a person at random to be your helper. You are actually going to pick your accomplice! Tell the audience that you are going to leave the room and that this helper must select one object in the room and when you come back you will try and guess which one it is. When you come back in, you will ask your helper to point to different objects to help you focus your powers. Your helper has been told in advance to make the fourth object the chosen

one. Don't stop them as soon as you know the object, let them carry on pointing at a few more before you say, "I've got it!" and announce the correct object.

254. THE BAFFLING REPEAT

Props needed: A secret accomplice!

If you repeat the above trick too many times, people could start to catch on. So, to keep the smart ones from getting it, you and your secret helper should do some planning in advance. The first time you do the trick, your helper could point to the fourth object. The next time they could point to the third and then finally the sixth. Doing the effect four times is enough for any audience. Your secret numbering code will have them totally puzzled as to how you are always able to guess the correct object!

255. BACK IN BLACK

Props needed: A secret accomplice!

Another way to do I Can Read Your Mind is to have your secret assistant point to something black right before he points to the chosen object. Whenever you see your assistant point to something in the room that's black, you will know the next object is the chosen object!

256. SILENT TRANSMISSION: ONE TO TWENTY

Props needed: A secret accomplice!

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



257. SILENT TRANSMISSION: ONE TO A HUNDRED

Props needed: A secret accomplice!

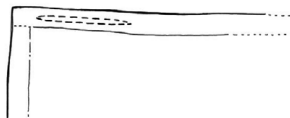
With a small addition to the previous trick, you can give the audience their choice of any number from one to a hundred. Since you don't want to be counting eighty-five jaw motions, you will have to cheat a little. First, your secret helper tightens and loosens their jaw for the first figure of the number. If the number were eighty-five, they would tighten their jaw eight times, then they should pause for a moment, then tighten and loosen five times. Using this technique, you can even fool people who know the original one to twenty version, as they won't be able to understand how you were able to jump to the large numbers so quickly!

RESTAURANT MAGIC

258. UNBROKEN

Props needed: Two toothpicks and a cloth napkin or handkerchief.

For this illusion, you will need a handkerchief or cloth napkin and two toothpicks. Before your show, push one of the toothpicks into the left hand corner hem of the handkerchief. No one is to know about this secret hidden toothpick! During your show, unfold the handkerchief onto a table and display the other toothpick as you place it in the centre of the handkerchief. Fold the handkerchief around the loose toothpick, so that the hidden toothpick is about centre of the handkerchief. Take hold of the hidden toothpick through the material and place that part of the handkerchief into your helper's hand. Note: Make sure that you have folded the handkerchief in such a way so the other toothpick won't fall out! Request that a helper break the toothpick through the cloth. Ask them, "Did you feel it break, did you hear it break?" When they confirm that they did, open the handkerchief onto the table to show the unbroken toothpick inside!



259. BROKEN AND RESTORED TOOTHPICK

Props needed: Two toothpicks.

Start off by secretly preparing your gimmick. This is done by simply breaking a toothpick in half. During your show, hand out a whole toothpick for examination. After the toothpick is given back, hold it with the fingertips of your left hand. Bring your right hand (with the half piece hidden in between your fingers) towards your left hand. Covering the toothpick in your left hand for a brief moment, slide part of the toothpick in your left hand further behind your fingers so that about half of it can still be seen. Act as if you're breaking the toothpick. To display the broken toothpick, show the half protruding toothpick in your left hand and the half toothpick in your right hand. To restore the toothpick, mention how you need to build up static in the pieces. Display the half piece in your right hand then rub it on your left elbow as if you're building up static. Next, display the half-protruding toothpick in your left hand; rub it on your right elbow (right hand raised towards the right side of your neck). As you rub the left-hand piece to your elbow, ditch the half piece down your shirt collar. Now, bring both hands together, as if you're connecting the pieces then slide out the toothpick in your left hand so that the whole toothpick can now be seen. The toothpick is now fully examinable again.

260. POCKET PICK

Props needed: Two toothpicks.

If you want to prepare for this trick well in advance and want to have your hands available for other tricks prior to performing the Broken and Restored Toothpick, start the trick out with the half piece in your pocket. Openly hand out the whole toothpick for examination. While the audience is examining the toothpick, casually reach into your pocket to retrieve the half piece. Afterwards, just place the half piece into the same holding position as in the first version and continue as before.

261. VANISHING AND APPEARING TOOTHPICK

Props needed: A toothpick and a piece of transparent tape.

Attach the toothpick to your thumbnail with a small piece of tape so that the point is facing downward toward the knuckle. To make the toothpick appear, curl your fingers forward (almost into a fist) then bend your thumb forward so that your thumbnail and toothpick rest in the crotch of your pointer finger. To make the toothpick vanish, simply extend your thumb (pointing it upward) and extend all your other fingers of the same hand to show your hand empty. Be sure to keep the padding of your thumb (the finger print portion) facing your audience as to keep the toothpick out of sight.

262. WATCH WHERE YOU'RE THROWING

Props needed: A toothpick and a piece of transparent tape.

When the toothpick is made to vanish, be sure to not look at your thumb. That would give away the method. Instead, imagine as if you're actually flinging the toothpick upwards, for example. If you were to do that, your eyes would follow the toothpick as it flew. So practice "following" the toothpick with your eyes to where it should be if you actually tossed it, up to the point where it disappears.

263. THE SAD TOOTHPICK

Props needed: A toothpick and a piece of wet tissue or paper napkin.

For this trick, you will pretend to get annoyed with a toothpick and it will appear to cry. Before your show, prepare by hiding a piece of wet tissue paper between your thumb and first two fingers. Don't let anybody see it, of course! Now grab hold of a toothpick between your fingers and thumb, making sure that it is resting on the hidden tissue. During your show, pretend to get annoyed at the toothpick, squeeze it against the tissue paper, forcing drops of water to run off of it. Say, "Aw! The poor little thing is crying!" Put the toothpick on the table and casually ditch the tissue into your pocket as you finish.



264. THE MAGNETIC TOOTHPICK

Props needed: Two flat toothpicks.

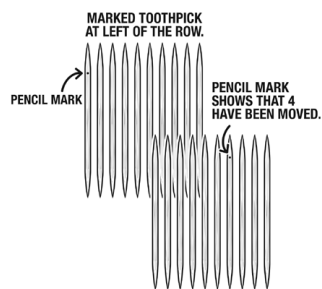
Place a flat (not rounded) toothpick on a table and balance another toothpick across the centre so neither end of the top toothpick is touching the table. Tell your audience that the toothpick is magnetic and is only attracted to your finger. Hold your finger slightly off to the right of the toothpick. Then secretly and quietly blow the left side of the toothpick so it moves toward your finger. It will appear that the toothpick is drawn to your finger!

265. THE SNEAKY COUNT

Props needed: Ten toothpicks and a pencil.

Get ten toothpicks and on one of them make a tiny secret mark on both sides so that you can tell this one apart from the others. Make the mark as small as possible with a pencil so

that you are the only one who knows that it is there. During your show, bring out the ten toothpicks and put them out in a line side by side. Make sure that your secretly marked toothpick is the first one on the left hand end of the row. That means the secret marked toothpick is on your left, but your audience's right. Say that you will turn your back and that one of them is to move a number of toothpicks between one and ten, one at a time, from the right to the left end of the row. This means the first toothpick they will move is the secret toothpick. When they have finished you turn back and say, "I'm going to tell you just how many toothpicks you moved!" As you say this, look for your secretly marked toothpick and counting it as 'one' count how many there are to the right end (your right) of the row and then tell them that's how many were moved!



266. SIX + FIVE = NINE

Props needed: Eleven toothpicks.

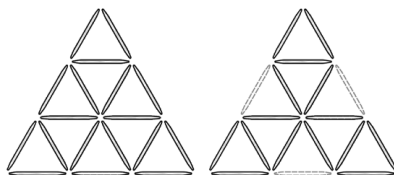
Take eleven matches and place six in a row about two inches apart. Then ask the audience to add five matches to the six and make nine. Of course, no one will be able to do it. The secret is in spelling the word N-I-N-E, as shown in the illustration, by forming the letters with the matches.



267. TRY-ANGLE

Props needed: Eighteen toothpicks.

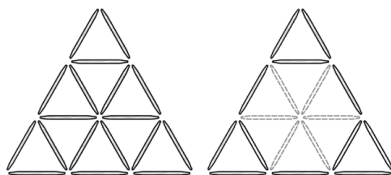
Arrange the eighteen toothpicks into a pyramid design as shown. Now, ask your spectator to remove 3 toothpicks to leave 6 triangles. The triangles must all be equal in size. To accomplish this, simply remove one toothpick from the centre of each side of the pyramid, leaving 6 equal triangles!



268. TRY-ANGLE 2

Props needed: Eighteen toothpicks.

Arrange the eighteen toothpicks into a pyramid design as shown. Now, ask your spectator to remove 6 toothpicks to leave 4 triangles. To accomplish this, simply remove all six toothpicks from the centre of the pyramid, leaving 4 triangles!



269. HOPPING TOOTHPICKS

Props needed: Two toothpicks.

This is a very eerie effect that will drive your friends wild as they try to figure out just what is going on! Hold one tooth pick exactly as shown. It is very important to get the grip just right or the effect will not work. Notice especially how the toothpick is resting against the nail of your second finger. Now balance a second toothpick on top resting it between the first finger of the other hand and the end of the held toothpick. Say, "My magical pulse is so strong that sometimes it can become visible!" Now slowly rub the held toothpick up against the second fingernail. Do this very slowly and the top toothpick will hop up and down in a very strange way.



270. BANANA SHENANIGANS

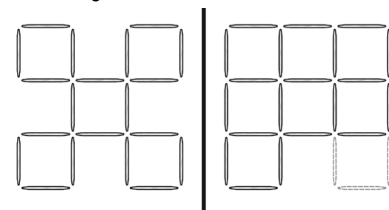
Props needed: A banana and a toothpick.

Before your show, push the toothpick through the peel of a banana and work it back and forth through the banana so it cuts a slice in the banana. Do this all down the side of the banana, cutting it into several slices. During your show, bring out the banana and say you love bananas but you prefer to eat them sliced. Make a magical "cutting" gesture over the banana and shock your audience by peeling it and having the banana fall out in slices!

271. FOUR-LEAF CLOVER

Props needed: Twenty toothpicks.

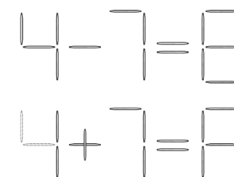
Arrange the toothpicks into five squares with four on the outside and one in the centre (vaguely resembling a four-leaf clover). The challenge is to now move three toothpicks and leave nine equal squares. You can accomplish this by moving the three toothpicks from the bottom right-hand square and using them to fill in the gaps between the top three squares, resulting in nine squares (7-1 x 1 squares and 2-2 x 2 squares).



272. MATHEMATICAL

Props needed: Sixteen toothpicks

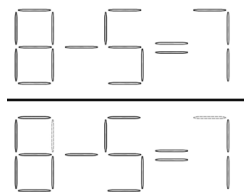
Arrange the sixteen toothpicks into the following mathematical equation: $4 - 7 = 6$. Ask your spectator to move two toothpicks to make this equation true. To accomplish this, simply move the two toothpicks that form the upper part of the "4" (leaving a "1") and use one to turn the minus sign into a plus sign and the other to turn the "6" into an "8".



273. MATHEMATICAL 2

Props needed: Eighteen toothpicks

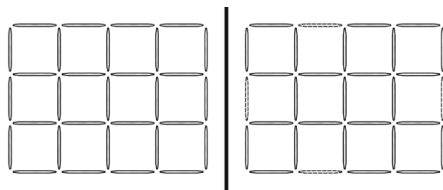
Arrange the eighteen toothpicks into the following mathematical equation: $8 - 5 = 7$. Ask your spectator to remove two toothpicks to make this equation true. To accomplish this, simply remove the right-hand toothpick from the upper part of the “8” (leaving a “6”) and remove the top toothpick from the “7” (leaving a “1”). The equation will now read $6 - 5 = 1$.



274. A TOOPICK TWOFER

Props needed: Thirty-one toothpicks

This trick is two tricks in one! Lay all of the toothpicks out into a 3×4 square grid. Trick #1: ask the spectator to count the number of squares. They will usually say, “twelve” but the real answer is sneakier than that! There are 20 squares in total in the layout above: 2 of size 3×3 , 6 of size 2×2 and 12 of size 1×1 . Next, ask the spectator to remove 4 toothpicks and leave only 8 equal-sized squares. Accomplish this by removing the centre toothpick on both ends and the second toothpick from the left on the top and bottom.



275. VANISHING SUGAR

Props needed: A sugar packet.

Prior to performing this trick, cut a small slit into a sugar packet (through only one layer of the paper wrapper) towards the top of the wrapper and empty all of the sugar out of the packet. Once the packet is emptied out, turn it so the slit is towards the top of the packet. Now place the packet on the table or in a sugar packet container (being sure to keep track of which packet is the empty one), so that the slit is away from the audience. When you're ready to perform, pick up your gimmicked sugar packet and tear it open along the slit that you originally made. Make a fist with your left hand and pretend to pour the “sugar” into your fist, being sure to not leave any space between the sugar packet and your fist or your audience will see that no sugar is actually pouring out! Once all the sugar is believed to have been poured into your hand, completely close up your fist. Wave your hand (or a magic wand) over your closed fist. After a magical moment, open your hand to show that the sugar has completely vanished!

276. THE CONVINCER

Props needed: A sugar packet.

As an added convincer, try to keep a very small portion of the sugar in the sugar packet. This will make it so that when you perform this trick and are pouring the sugar into your fist, there will actually be a bit of sugar on the opening of your fist and anywhere else that sugar would actually fall... This will convince the audience that there actually was sugar in the packet!

277. SUGAR SHENANIGANS

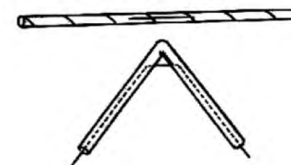
Props needed: Two sugar packets.

Why not have audience members try this trick with you? Pick up your secretly empty sugar packet and have them pick up a normal sugar packet, then invite them to do as you do. Perform the trick as instructed above. You'll have magically vanished the sugar. Your audience member won't and instead, they'll be left with a sugary mess to have to clean up afterwards!

278. THE UNCUTTABLE STRING!

Props needed: A piece of string, a straw and scissors.

For this trick you will need a straw and a piece of string longer than the straw. Start by having an adult cut a slit in the centre of the straw. During your show, bring out the straw and the string and say that the string is uncuttable! To prove this, drop one end of the string into the straw and thread it through. Once it's all the way through, bend the straw in half in the centre. Make sure the slit is facing DOWN. Now, pull on the ends of the string- this forces the string into the slit and away from the centre of the straw. Have a spectator cut the centre of the straw with a pair of safety scissors. Now, slide the two halves off of the string and show that the string is still intact! It's uncuttable!



279. TELEKINETIC STRAW

Props needed: A straw and a drinking glass.

Take a regular drinking straw, remove the wrapper and balance it on the bottom of a drinking glass. Now, hold your hands at the ends of the straw but slightly away from them so you are not touching the straw. Slowly move your hands and the straw will move with them. Telekinetic energy? Not quite! As you remove the straw from the wrapper, pinch the straw as you pull the wrapper down and off. This will build up a charge of static electricity inside the straw which will be repelled by the static electricity in your body!

280. INSTA-FREEZ

Props needed: An opaque mug, a sponge and some ice.

You pour some water into a cup. You say the magic words and when you turn over the cup, all that comes out is a chunk of ice! Beforehand, stuff the sponge into the mug. Make sure that it rests on the bottom of the cup. If you plan to use this mug over and over for this trick, you can even glue it in place with some water-proof glue. Place the ice on top of the sponge and you're ready to go. During your show, pour some water into the mug. Say the magic words, turn the cup over and the ice will fall out!

281. SPOON BEND

Props needed: A spoon.

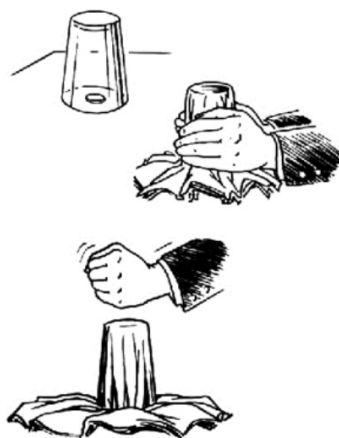
Using both of your hands, grasp the spoon and press the bowl of the spoon, open side up, onto a table. Don't let the top of the handle peek out over your thumbs. As you appear to press

spoon's handle towards the table, the handle of the spoon slides through your hands until it's at the base of your hands, nearest the table. Of course, this action is covered by your other hand that is gripping the spoon. Done correctly, it will appear that the spoon is drastically bent! When you're done, simply pick up the spoon off of the table with both hands and then show that the spoon is unbent!

282. THE GLASS THROUGH THE TABLE!

Props needed: A coin, a glass and a paper placemat (newspaper works too).

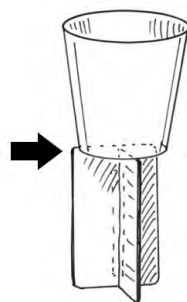
This is a great trick to do in a restaurant! Tell your friends that you are going to make a coin penetrate through the table. Place a coin on the table and put an empty glass mouth-down over the coin. Now take your paper placemat (if you're doing this at home just use a sheet of newspaper) and cover the glass with it. Press it down all around the glass so you can see the shape of the glass. Now pat your hand on the top of the glass and lift the glass, with the placemat still around it, up and over your lap. Point out that something must have gone wrong because the coin is still there. While your friends are looking at the coin, secretly let the glass slip out of the placemat and into your lap. Because the placemat is the same shape as the glass, they will not think the glass is no longer there! Place the now-empty placemat back over the coin and smash it very hard with your hand so the placemat crumples flat against the table. Now reach into your lap and pull the glass out saying that you don't know your own strength! When you first practice this trick, use a plastic glass until you're confident enough to use a real one!



283. THE BALANCING GLASS

Props needed: Two playing cards, transparent tape, scissors and a plastic cup.

Take two cards from an ordinary deck (preferably the Jokers so you don't ruin the rest of the deck) and cut one of the cards in half. Now, using some transparent tape, tape the cut edge of the half-card to the centre of the back of the full card. If you did this correctly, your card will now form a little tripod that stands up on its own when the flap is swung out but looks like a regular card when the flap is flat. During your show, bring out your secretly gimmicked card and lay it flat on the table with the flap side down. No one is to see this flap! Next, bring out a drinking glass. Tell your friends that using magic, you will balance the glass on the edge of the card! Stand the card up on the table, secretly swinging the flap out behind the card, forming the tripod (the flap should be facing YOU, not the audience) and rest the glass on top of the card and flap. When you take your hands away, it will look like the glass is balancing on top of an ordinary playing card! Take the glass back off and quickly fold the flap flat against the card



before laying the card down again.

284. THE BALANCING CARD

Props needed: The same trick card you made for The Balancing Glass.

Of course, you can also use this trick card by itself. You can hold out your palm and have the card stand on its end in the centre of your hand or even just have it stand of its own volition on the table!

285. SALTY

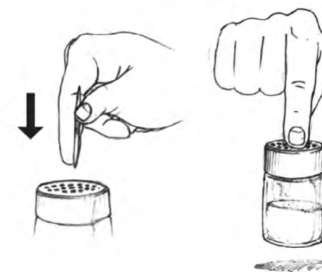
Props needed: Salt, pepper and a comb.

Pour a small pile of pepper onto a table napkin then add some salt to it. Don't add too much salt, just a sprinkle is fine. Mix the salt and pepper together then ask a friend how long they think it would take them to separate the salt and pepper. Offer to teach them how to do it in less than two seconds! To do this take a plastic comb and comb it through your hair for a few seconds. Quickly hold it right above the pile and the salt will jump up and cling to the comb leaving the pepper behind!

286. SUSPENDED SALT

Props needed: A salt shaker and a toothpick.

Now we'll use an ordinary toothpick as a hidden magic gimmick! Put a salt or peppershaker out on your table. Now have a toothpick hidden behind your first finger (held in place by your thumb) as you touch the top of the saltshaker. Secretly push the toothpick into one of the holes on top of the shaker making sure that it goes firmly in. If you now lift your finger the shaker will magically appear to be sticking to your finger! Using your other hand pull the shaker away from the toothpick and put it onto your table. Casually ditch the toothpick in your pocket.



287. COIN TO SUGAR PACKET

Props needed: A sugar packet and a borrowed coin.

Like the set-up to Vanishing Sugar, prior to performing this trick, cut a slit into the sugar packet but his time, DON'T pour out all the sugar! Take a coin that fits into the packet and insert it into the slit of the packet. Once the coin is in the packet, keep the packet held upward. Place it into a sugar packet holder in which all the other sugar packets are kept. When you're ready to perform, ask the audience for a coin (matching the one you point into the sugar packet). Have them place the coin on the table. Reach for the coin with your right hand and slide it towards you until the coin falls onto your lap. Continue by bringing your empty hand up (as if you still have the coin in your hand) then pretend to put the coin into your left hand. Wave your right hand over your left hand, then open your left hand to show that the coin has vanished. After showing both hands empty, reach for your prepared sugar packet with the coin in it and tear it open. Pour out the contents to show that the borrowed

coin has appeared in the sugar packet!

288. LET THEM OPEN THE PACKET

Props Needed: A sugar packet, a coin and a glue stick.

For this version of the trick, you'll need to take split a sugar packet at its seams. This just takes some practice and some advance working at home. Begin by picking up a sugar packet and finding a corner that's easy to split. If you don't find one, you can make one by teasing a corner of the packet until you find that the packet starts to split. Gently open the packet, being sure to not spill any of the sugar, insert the coin and reseal the packet with a glue stick. Now, during your performance, you can hand the sugar packet to your spectator and they can tear the packet open themselves without it appearing that the packet has been gimmicked in any way!

289. SIGNED COIN TO SUGAR PACKET

Props Needed: A sugar packet, a coin, a marker and a glue stick.

Perform the Borrowed Coin to Sugar Packet, but with a signed coin! This would really throw your audience off from ever thinking that you could possibly be using a duplicate coin somehow! Set up the trick the same way but initial the coin with a marker before sealing it into the sugar packet. During your show, write your initials on the back of the borrowed coin with a marker before dropping it into your lap. Proceed with the trick as above and when they open the packet they will be astonished!

290. MONEY IN SUGAR PACKET

Props Needed: A sugar packet, a note and a glue stick.

You can perform another variation of this trick with a note in the sugar packet instead of a coin. Begin by teasing open a sugar packet like you did in, "Let Them Open The Packet". Next, fold up a note this way: fold the note in half width-wise, then in half width-wise again. From there, fold it in thirds and in thirds again. This will make it tiny enough to fit inside of a sugar packet. Glue the packet shut with a glue stick and put it in with the regular sugar packets. During your performance, vanish the note. A double-backed envelope works well for this or simply put it in your pocket. Now, have an audience member open the sugar packet to retrieve the note!

291. CARD IN SUGAR PACKET

Props Needed: A sugar packet, a card and a glue stick.

For this trick you will need a deck of cards and one duplicate card. Let's say the duplicate card is the Five Of Hearts. Fold a 5H up and insert it into a sugar packet as you learned earlier. During your show, force the 5H and then vanish it (again, a double-backed envelope works well for this). Have a spectator open the sugar packet and reveal the chosen card!

COIN AND MONEY MAGIC

292. YEARLY BELOVED

Props needed: Two coins with matching years.

This trick requires a bit of memory. Don't worry, all you'd have to memorize is four numbers. A year, to be exact... Which shouldn't be difficult at all! More than likely, you'd be memorizing "19" and two more numbers, or "20" and two more numbers, as coins you'll see on a daily basis are from the 1900's or 2000's. Take a coin and memorize the year. Once you've got that out of the way, you'll be ready to perform! Start by having the coin you memorized the year to hidden in your right hand. Ask an audience member for a coin and have them place the coin on the table. With the coin hidden in your hand, reach for the coin and slide it towards you until the coin falls onto your lap. Continue by bringing your hand up with the memorized coin. Next, close your hand around the coin and turn to the audience member and slowly reveal each number in the year on the coin. Hand the coin back to them to have them confirm the date is correct!

293. THE SAD COIN

Props needed: A coin and a piece of wet tissue or paper napkin.

Just as you pretended to make a toothpick cry, you can use the same moves to make a coin cry. Once again hide the wet tissue paper between your thumb and first two fingers. Get a large coin and hold it with the same fingers, making sure the tissue cannot be seen. Say that you are going to squeeze the coin so hard it will start to cry. Squeeze the coin against the tissue and after it cries put everything in your pocket!

294. THE CONCEALED COIN

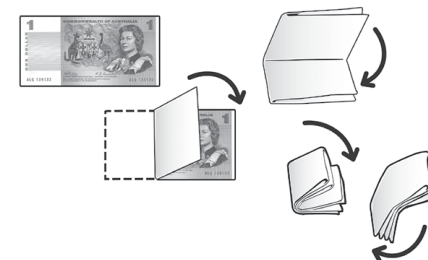
Props needed: a coin and a spectator.

Hand a coin to a spectator. Tell them you are going to tell which hand they are hiding the coin in. Turn around and tell the spectator to hide a coin in either of their hands. Once they've done this, tell them to hold the hand with the coin in it against their forehead and concentrate on it. Next, tell them to hold both hands out. When you turn around, you can immediately tell which hand has the coin! How? The hand that was against their forehead will be lighter in colour because they were holding it up, causing some of the blood to drain out of it. The other hand, which was down, will be slightly redder. Just choose the lighter-coloured hand and that's the one with the coin!

295. UPSIDE-DOWN QUEEN

Props needed: A note.

Take a note or, if you don't have one, see if somebody will lend you one. Promising to give it back is always a help! Hold it with the Queen's head (or whatever historical figure appears on your currency) the right way up so your helper can see it.



2. Fold the note in half from left to right as you see it.
3. Next fold it in half from top to bottom towards you.
4. Now fold it once more from left to right. Say, "All this folding must be making The Queen a little dizzy!"
5. Unfold the lower portion of the packet to the left then unfold the note just as you folded it but in reverse to open it up. You may fool yourself the first time when you see that the Queen is now upside down!

296. THE APPEARING COIN

Props needed: A coin, a glass of water and a plate or saucer.

Place a coin on the table. Now put a glass full of water on top of the coin. Finally place a plate or saucer on top of the glass. You may astonish yourself the first time you try this because you won't be able to see the coin! Having set everything ask a friend what is in the glass. They'll say, "Water," of course. Now ask them what is under the glass. They'll say, "Nothing!" Snap your fingers and lift up the glass and saucer to show your amazing appearing coin!

297. THE FRICTION COIN SPIN

Props needed: A large coin and your fingers!

Tell your audience you can spin a coin with friction! Start by holding a large coin on its edge against the table with your right index finger. Now rub your left index finger back and forth across your right index finger. Using your left thumb, quickly strike the side of the coin as you rub your left index finger toward your right index fingernail. At the same time, lift your right index finger and the coin will spin off across the table as though the "friction" from rubbing your finger caused the coin to spin!

298. CAPPED COIN

Props needed: Three bottle caps, a coin that will fit under the caps, a short piece of fishing line and glue or tape.

Before your show, take a short piece of fishing line and tape or glue it to the underside of a small coin or button so the fishing line sticks out about a half-inch from the edge of the coin. Since fishing line is almost invisible, you are the only one who



will notice it! During your show, bring out the coin or button and three bottle caps. Place the coin/button on the table and turn around. Ask someone from the audience to place one of the bottle caps over the coin/button and place the other two on the table as well. Tell the audience member to scramble the caps around as much as they like! When you turn around, simply look for the short piece of fishing line sticking out from underneath the cap and you will always know which bottle cap is hiding the coin!

299. CHOPPED TO BITS

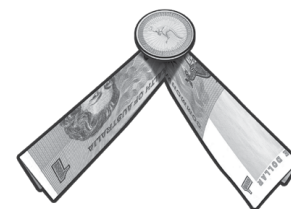
Props needed: Three envelopes, a pair of scissors and two note sized pieces of paper.

For this trick you will need three envelopes, a pair of scissors and two note sized pieces of paper. On the back of one envelope, you are going to make a small, secret mark with a pen or pencil. Put it somewhere inconspicuous so no one else will see it but you can immediately detect it! During your show, bring out the three envelopes and the two pieces of paper. Ask to borrow a note- if you can borrow a large note like a twenty or fifty the trick will be even funnier! Fold the two pieces of paper and the note into quarters. Place the note into the marked envelope and seal it, then place the pieces of paper into their own separate envelopes and seal them too. Turn around and ask a spectator to shuffle the envelopes. Once the envelopes are shuffled, turn back around and pick one envelope up. If there is no mark on it, take out the scissors and cut it into small pieces (if you are too young to handle scissors, use safety scissors or have an adult cut the envelope up for you). If the envelope DOES have the mark, place it to the side and continue on. Pick up the second envelope- if there is no mark, cut it up. If this turns out to be the marked envelope, place it to the side. Finally, pick up the third envelope and proceed as above: unmarked = cut, marked = place to the side. At the end, you will have one solid envelope and two cut-up envelopes. Hand the solid envelope to the spectator to open and retrieve his note!

300. SUPER BALANCING COIN

Props needed: A large coin and a new note.

Begin with a new note - it needs to be as new and crisp as you can possibly get. First, fold the note in half from top to bottom. Next, fold the note in half from side to side. Place the note on the table so that the folded edge is facing up and the note is in a "V" formation. Now, balance a large coin in the middle of the "V". The next part might even amaze you- slowly pull both ends of the note apart, straightening out the note. The coin will continue to balance on the centre of the note, even though it has now been pulled completely straight!



301. THE TALKING COIN

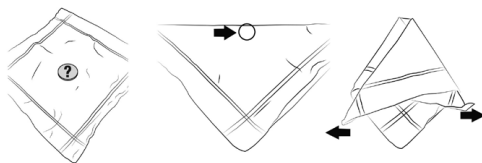
Props needed: A coin, a small piece of wax or tape and a long piece of black thread or fishing line.

A coin is dropped in a glass, the lights are dimmed and the coin begins to "talk" by jumping in the glass. One jump means "yes" while two jumps means "no." After the coin answers some questions, it suddenly leaps out of the glass. Everything may then be examined. Before your show, attach a long, black thread (or piece of fishing line) to the coin with a dab of wax (or some transparent tape). Hold the other end of the thread beneath the table and every time you pull on the thread the coin jumps! At the end, give the thread a hard sudden pull and the coin will jump out of the glass and will fly clear of the thread.

302. THE HANDKERCHIEF COIN VANISH

Props needed: A coin and a handkerchief.

Begin by placing a handkerchief on a table in the “diamond” position, so the points are facing up and down and side to side. Next, place a coin in the centre of the handkerchief. Now, fold the top corner of the handkerchief in half over the coin. Next, fold the right-top corner diagonally across the handkerchief. Finally, fold the left-top corner diagonally across the handkerchief. Now, grab both corners and pull them away from each other while picking the handkerchief up. This will create a small pocket which will keep the coin from falling out, making it appear that the coin has vanished!



303. PAPER TO MONEY

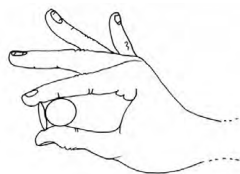
Props needed: A note, a piece of blank paper the size of a note and a glue stick.

For this trick, you will need a bill-sized piece of blank paper and a note. Fold both the note and the paper into eighths: fold them in half (side to side), in half again (side to side) and in half again (top to bottom). Now, unfold both the note and the paper and using a glue stick, glue the bottom corner of the note to the bottom corner of the paper. Fold the note back up and you will see that it makes a tiny packet at the bottom of the paper. During your show, bring the paper out with the note facing you and hidden behind your hand. Now, fold the paper up the way you did originally. Next, flip the paper over and unfold the note, keeping the small packet of paper facing you. It will appear that you’ve turned a blank piece of paper into a real note!

304. MULTIPLYING MONEY

Props needed: Two large coins and a smaller coin.

You will need two large coins and a smaller coin for this effect. Before you begin, hold the smaller coin, facing forward, between your thumb and index finger. Now, place the larger coins, upright and facing sideways, between your thumb and index finger, behind the smaller coin. By pressing down on the larger coins, you won’t be able to see them behind the smaller coin because your fingertips will hide the extra bit of size. Begin by showing your spectators the smaller coin by holding it facing forward. Do not let them see it from the side or they will see the larger coins! Now, show your other hand empty and form a fist around all three coins, taking them from your fingertips. Slowly open your hand to reveal the smaller coin and two other coins that were too big to be hidden anywhere!



305. THE FINGER PALM VANISH

Props needed: A large coin.

This is a classic way to vanish a coin. First, take a coin (a large coin works well for this) and drop it into your right hand but not your palm: you are going to drop it into your fingertips.

Now, you are going to let the coin rest on your middle finger while you squeeze it between your index and ring fingers. This will hold the coin in place. Now, turn your hand over as though you are dropping the coin into your left hand. Quickly close your left hand before moving your right hand away. Now, take your right hand and put it into your pocket, pretending you are getting some “magic dust”. Drop the coin into your pocket. Now, pull your right hand back out and pretend to sprinkle the “magic dust” over your closed left fist. As you do this, begin to slowly open your left hand to show the coin has vanished!



306. COIN FROM EAR

Props needed: A large coin and a spectator with ears!

A classic trick of magic is vanishing a coin then reproducing it from someone’s ear! Begin by doing the Finger Palm Vanish as explained above but don’t do the “fairy dust” move: instead, simply open your left hand to show it empty. With your right hand, reach next to a spectator’s ear and pretend to pull the coin out of their ear. Bring the coin back into their view and they will be amazed! You can also pretend to pull the coin from the air or make it reappear from just about anywhere!

307. THE VANISHING COIN

Props needed: A coin, a handkerchief and a secret helper.

You will need a secret assistant for this trick. Place a coin on your hand then cover it with a handkerchief. Walk around to all of the audience members and ask them to reach under the handkerchief and be sure the coin is still there. When you get to the last person, your secret assistant, have him reach under the handkerchief and take the coin away. Now whisk the handkerchief away and show that the coin has vanished!

308. THE PSYCHIC COIN CUP

Props needed: Four different coins, a coffee mug and a secret helper.

You will need a secret assistant for this trick. Place a coffee cup (or any cup with a handle) on the table along with a twenty cent piece, a ten cent piece, a five cent piece and a \$2 piece. Leave the room and instruct your audience to decide on a coin. Your secret assistant then covers the coin with the cup and hides the other coins. What your audience doesn’t know is that your assistant is pointing the handle of the cup to indicate which coin is under the cup. If you imagine the space around your cup is a clock, your assistant would point the handle to the 12 position for the twenty cent piece, the 3 position for the ten cent piece, the 6 position for the five cent piece and the 9 position for the \$2 piece. Come back into the room and, depending on which way the handle is pointing, tell the audience which coin is under the cup!

309. MATCHBOX COIN ESCAPE

Props needed: An empty matchbox and a coin.

A coin is placed in a match box, the drawer is closed and the box is shaken to prove that the

coin is still inside. When the box is opened, the coin has disappeared. The box is prepared by cutting a slit just large enough to allow a coin to slide out at one end of the drawer. The opening will not be noticed. When the box is shaken sideways, the coin will rattle but as soon as you tilt the box towards yourself, with the trick end facing you, the coin will slide out into your hand. The other hand should then take the box and lay it aside, to be opened later while you ditch the coin in your pocket.

310. THE EXTRA COIN

Props needed: Four coins and a piece of double-face tape or a loop of transparent tape.

Three coins are laid on the table. Both hands are shown empty. Your right hand sweeps the coins off the table into your left hand. When your left hand is opened it contains four coins instead of three! Before your show, attach the fourth coin to the underside of the table with a small piece of double-face tape. While your left hand is catching the three coins, use your left fingers to remove the hidden coin and allow it to drop into your left hand along with the others.

311. ATOMIC COIN

Props needed: A coin and a piece of double-face tape or a loop of transparent tape.

Tell your audience you will rub a coin so hard, you will dissolve it on an atomic level! Before your show, place a piece of double-stick tape (or a loop of tape) to the bottom of the coin. Lay it on your left palm. Cover your left palm with your right hand but in a crosswise direction. As you do this, let your right fingers push the coin over the back of your left hand and stick it to the back of your left hand. Your left hand hides the coin, so the palms of both hands may be shown. To bring the coin back, put your hands together and this time the fingers of your right hand draw the coin back from its hiding place onto your left palm.

312. THE PENETRATING COIN

Props needed: Five coins and double-face tape.

Four coins are laid on the table. With your left hand, pick up one coin and hold it beneath the table. Your right hand covers the three remaining coins. Then your left hand comes up and drops two coins on the table. Your right hand is lifted, and there are only two coins beneath it! An extra coin is used, stuck under the table with a bit of double-face tape or a loop of transparent tape. When you put your left hand under the table, simply grab the additional coin. To make one of the right-hand coins vanish is simple, but clever: one coin has a piece of double-face tape on the front of it (if you use dull coins, no one will notice). When your right hand is lifted, only two coins remain because the third coin is now stuck to your palm!

313. INTELLIGENCE DETECTOR

Props needed: A large coin and a gullible helper.

This classic “joke” trick will have your audience laughing! First take a large coin and press it hard against your forehead for about ten seconds until it sticks. Now, hold your right hand in front of your forehead and use your left hand to gently smack the back of your head until the coin falls off into your hand. Tell your audience that this is an “intelligence detector”-

the more times you can smack the back of your head without the coin falling off, the more intelligent you are! Now, invite a spectator up and press the coin against his forehead hard for ten seconds. Quickly remove the coin and hide it in your hand. Because you held the coin so long and so hard against his forehead, he will still feel it as though it is stuck to his head! Now watch the audience roar with laughter as your helper smacks the back of his head over and over, convinced that it's proving him smarter!

314. HEADS OR TAILS?

Props needed: A large coin and some practice!

Lay a coin heads up in the palm of your right hand and slap the coin onto the back of your left hand. Of course the coin is now tails-up. But the next time you start with the coin heads up and it still ends up heads-up when slapped on your left hand! The trick is undetectable. If you turn your hand over naturally, the coin will always turn over with your hand but if you give the coin a tiny toss and then turn your hand quickly, only your hand will turn. The slight toss given the coin is impossible to see, as you do it while starting to turn your hand. Practice this a few times to get the timing just right!

315. COIN IN KNOT

Props needed: A coin and a cloth handkerchief.

A handkerchief is twisted in a rope-like fashion. The centre is then tied in a knot and the handkerchief is given to someone to hold. The magician makes a coin disappear but when the handkerchief is untied, the coin is discovered in the knot! The coin is vanished by using the finger-palm method and palmed in the fingers of the right hand. When the handkerchief is twisted it forms a sort of tube, sagging in the middle, the magician releases the coin and lets it slide down into this tube so that it secretly comes to the centre of the handkerchief, where it is when the knot is tied.

316. SIGNED COIN IN KNOT

Props needed: A coin, a permanent marker and a cloth handkerchief.

Since only one coin is used for the above trick, it can be immediately repeated but this time you up the ante: have a spectator draw or write anything they like on the coin before you vanish it. They will be shocked when their signed coin suddenly reappears inside the knotted handkerchief!

317. THE DOUBLE HANDKERCHIEF VANISH

Props needed: Two cloth handkerchiefs and two coins.

Combine trick # 417 and trick #430 for a cool routine! As in The Handkerchief Coin Vanish, cause a coin to vanish then, using what you learned in Coin In Knot, make a duplicate coin reappear in a knotted handkerchief! This kind of trick is called a “transposition”- where an object vanishes from one place and reappears somewhere else!

318. ANOTHER HANDKERCHIEF VANISH

Props needed: A handkerchief, a small rubber band and a coin.

A coin is pushed down into the centre of a handkerchief but when the handkerchief is shaken, the coin has vanished! The magician holds one hand beneath the centre of the handkerchief. Around the thumb and forefinger of that hand he has a small rubber band. The coin is pushed down into the handkerchief which is pushed into the rubber band. When you release the rubber band from your fingertips, it will form a small pocket that will hold the coin in place. The handkerchief may be shaken but no trace of the coin will remain!

319. THE QUICK CLICK COIN TRICK

Props needed: A coin.

This little trick should be performed on a wooden table. The magician has a coin which he tosses from hand to hand. Finally he extends his right hand and says, “take the coin,” at the same time clicking it down on the wooden table. When the person reaches to take the coin, it has disappeared! The last time you toss the coin from your left hand to your right, you only pretend to toss it. Pretend to catch the coin with your right hand and quickly put your left hand underneath the table. When your right hand pretends to lay down the coin, your left hand clicks it against the underside of table. The sound is elusive and the coin seems to be in your right hand until the moment it vanishes!

320. THE TALKING COIN

Props needed: A coin, a handkerchief, a long piece of fishing line and transparent tape.

A coin is dropped in a glass, and covered with a handkerchief. The coin begins to “talk” by jumping up and down in the glass. One jump means “yes”; two mean “no.” After the coin answers some questions, it suddenly leaps out of the glass! Everything may then be examined. Before your show, attach a long piece of thin fishing line to the coin with a piece of transparent tape. You hold the other end of the thread beneath the table and every time you pull the thread the coin jumps. At the end, give the thread a hard sudden pull and the coin will jump out of the glass and fly clear of the fishing line.

321. THE OBEDIENT COIN

Props needed: Two large coins, a smaller coin, a drinking glass and a table with a tablecloth.

A glass is set mouth-down on top of two large coins. The rim of the glass should balance on the two coins (one on either side). A smaller coin is then placed underneath the glass, directly in the middle. The magician states that he will cause the coin to come out from beneath the glass. He does this by scratching the tablecloth near the glass, which causes the coin to slide out from beneath the glass.

322. THE TRAVELING COIN

Props needed: Two matching coins and long pants with a cuff.

The magician borrows a coin, which he places beneath his left foot. When he raises his foot, the coin has vanished, and reappears beneath the magician’s right foot. This trick should be

performed seated. Two coins are used. One is secretly placed beneath the right foot. When he takes the first coin, he pretends to place it beneath his left foot but drops it in his pants cuff en route—a very simple yet effective action. Then the coin passes from the left foot to the right, both feet being raised to show the transfer!

323. INCREDIBLE COIN CATCH

Props needed: A small stack of coins and your elbow.

Bend your right forearm back until your right hand touches your neck and your arm is level. With your left hand, place a stack of coins on your right elbow. Next, swing your right hand straight down and catch the coins as you do so. This looks very difficult—but it is quite easy. Practice it first with one coin and the method will be obvious.

324. THE ESCAPING 10 CENT PIECE

Props needed: A tapered glass (like a wine glass), a 10 cent piece and a 50 cent piece.

A 10 cent piece is dropped into the glass and a 50 cent piece is placed above it. The object is to remove the 10 cent piece without touching the 50 cent piece. The trick is only possible with a tapered glass: the 10 cent piece must be a half-inch below the 50 cent piece. Simply blow down the edge of the inside of the glass - this will cause the 50 cent piece to tilt upright and the force of the air will cause the 10 cent piece to fly up past the 50 cent piece and out of the opposite side of the glass.

325. THE GLASS COIN VANISH

Props needed: A clear glass, white paper, scissors, glue, a coin and a white tablecloth.

Before your show, hold the glass you are going to use mouth-down on a piece of white paper (the thicker, the better) and trace the mouth of the glass onto the paper. Cut it out and glue it to the mouth of the glass. During your show, lay a coin on the table and slide the inverted tumbler over it. The coin immediately disappears! In itself, this trick is hardly worth while but used as a means of vanishing in the following trick, it is very good.

326. ANOTHER COIN THROUGH TABLE

Props needed: A clear glass, the gimmicked glass from the previous trick, two matching coins and double-face tape.

A coin is placed on the table. The magician shows an empty glass and puts it underneath the table. He then slides a glass over the coin on the table. The coin immediately vanishes and is heard to drop into the glass beneath the table. The glass is immediately brought out, containing the coin! Before your show, use a piece of double-face tape to attach a coin to the underside of the table. The glass is placed beneath the table and is held so that it encircles the coin. The instant that the coin disappears from the tabletop, the magician slides the glass so that it dislodges the coin attached under the table and the audience hears the coin as it falls into the glass!

327. I GOT IT! I GOT IT! I DON'T GOT IT.

Props Needed: A small coin and a piece of double-face tape.

The magician tells an audience member to hold a coin in his own hand. With his right thumb, the magician presses the coin into the person's palm and with his left hand, the magician closes the person's fingers over the coin. The person feels the coin but when he opens his hand the coin is gone! On the tip of his right thumb the magician has a small piece of double-sided adhesive tape. When he presses the coin into the spectator's hand, it actually sticks to the double-face tape on his thumb tip. As he closes the spectator's fingers over the coin, the magician withdraws his right thumb and the coin comes with it. The person will still think he is holding the coin and will be astonished to find it has vanished!

328. JUMPING PAPER

Props needed: A drinking straw, a coin and a small square of paper, slightly larger than the coin.

The magician lays a small piece of paper on the table. A little bit above it he holds a coin, horizontally, with his left hand. With his right hand he holds a straw to his mouth, pointing straight down on the coin. Suddenly the paper leaps up and attaches itself to the coin, remaining there for several seconds! People who try this trick will invariably suck through the paper tube, trying to raise the paper but the coin will prevent the paper from moving. The real method is to blow through the tube and the paper will jump up to the coin!

329. THE PAPER AND COIN CON

Props needed: A large coin and a small square of paper.

The magician shows a 50 cent piece and a small piece of paper. He states that he will drop both the coin and the paper, and that they will both hit the table at the same time! Most people will think this is impossible but it can be done quite easily: place the paper underneath the coin and drop the coin flat. The paper will fall with the coin.

330. HEADS UP!

Props needed: A large coin, a small coin and double-face tape.

A 50 cent piece is flipped in the air. Every time it lands in the magician's hand, he opens his hand and the coin is heads up! The coin may be a borrowed one. Before your show, stick a small piece of double-face tape to a 10 cent piece. Secretly attach this 10 cent piece to the tail side of the 50 cent piece. Flip the coin in the air and the 10 cent piece will not be seen. When the coin is caught in the hand, it will generally fall heads up but if it does not, the magician can instantly detect it and turn it over as he opens his hand. After tossing ten or twelve heads, the magician can secretly detach the 10 cent piece, leaving it in his hand, while he gives the coin to someone else to try.

331. YOU WILL FLIP FOR THIS!

Props needed: A small coin such as a 10 cent piece.

The magician holds his hand palm up and lays a coin on his wrist. He says that he can make

the coin flip over without touching it. He does this by simply snapping his fingers. The coin will do a cool somersault when your fingers are snapped. It may take a little practice but this cool little trick is worth it!

332. ODDLY EVEN

Props needed: A 20 cent, two 10 cent and four 5 cent pieces.

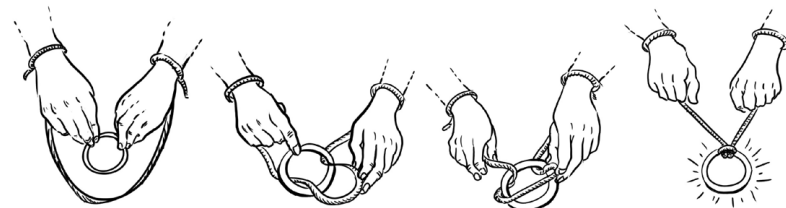
The magician holds several coins in his hand and asks a spectator to guess whether the money is odd or even. The person will always make the wrong guess! The magician simply uses a 20 cent, two 10 cent and four 5 cent pieces. If the person says "even", the magician opens his hand and counts the coins, showing that he has seven—an odd number. If the person says "odd", the magician totals the amount for a total of fifty cents, which is even!

ROPE AND ESCAPE MAGIC

333. IMPOSSIBLE KNOTTED RING!

Props needed: A long piece of rope, a large ring and a cloth napkin.

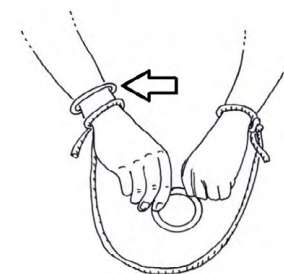
Have a spectator tie your rope around both of your wrists. Now borrow a ring from a spectator and tell your audience that you will now knot the ring onto the rope! Have your hands covered with a cloth napkin. You must do this in secret! Now, grip the centre of the rope and put the ring over the loop you just formed. Now, pull the loop over the ring. Pull down on the ring and it will knot itself onto the rope! Have your helper take the napkin away to show your impossible knotting skills!



334. ANOTHER IMPOSSIBLE RING!

Props needed: Two matching plastic bracelets, a long piece of rope and a cloth napkin.

For this trick you will need two large rings (plastic bracelets work fine) and a length of rope. Put one of the bracelets onto your wrist but hide it underneath your shirt sleeve so no one can see it. During your show, have someone tie the each end of the rope around your hands so there is a long piece of rope between your hands. Now, take the second ring out of your pocket and tell your spectators that even though the rope is tied to your hands you are going to make the ring jump onto the centre of the rope! Have someone place your cape over your hands and the rope. Now, pull the ring that is on your wrist off of



your wrist and onto the centre of the rope. Put the other ring into the cape's pocket. Then, drop the cape to the floor and show that the ring is now on the centre of the rope!

335. CUTTING YOUR ASSISTANT IN HALF!

Props needed: Two long pieces of rope and a small piece of thread.

Tell your audience that you're going to cut your assistant in half using only some rope! Before your show, get two pieces of rope, each about 5 feet long. Then, you're going to lay both pieces down and tie them together in the centre with a piece of white thread. During your show, ask for a volunteer. Show both pieces of rope by holding them both in the centre, with your hand over the thread. Now, walk behind your volunteer and pull both ends of the first rope around him and hand them to helper #1. Now pull both ends of the second rope around your volunteer on the other side and hand them to helper #2. From the front, it looks like you've just handed the ends of both ropes to your helpers. Now, have your helpers tie the one of each of their ends together around the volunteer. Each helper will now be holding one end of the tied rope and one untied end. Now tell your two helpers to pull on the ends of the rope hard! When they do, the thread will break and it will appear that the ropes penetrate right through the volunteer's body!



336. ROPE AND SCISSORS

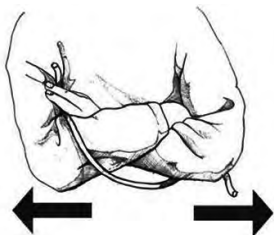
Props needed: A long piece of rope and a pair of scissors. Adult supervision required.

A string is threaded through one of the handles of a pair of scissors. The string is tied in a loop and the knot is held by a spectator. The magician states that he will remove the scissors from the string without untying the knot or without doing anything but manipulating the scissors. There is a catch to this one: The loop is long. Since the magician can manipulate the scissors, he simply turns up the scissors and cuts the string!

337. I WON'T LET GO

Props needed: A short piece of rope.

Keep a short length of rope in your pocket and you can do even more astounding magic! Ask your helper if he can tie a knot in a rope without letting go of either of the ends at any time. Then give him the piece of rope and let him try. He won't be able to, unless of course he knows the secret! Here's how you do it: put the rope on the table and fold your arms with one hand going under one arm and the other hand going under the other arm. Keeping your arms folded, pick up the rope by the ends.

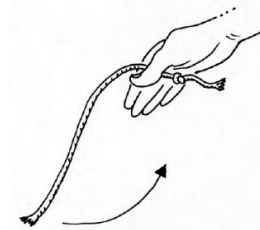


Hold them tight and don't let go of either end. When you unfold your arms a knot will form in the centre!

338. THE SUPER APPEARING KNOT

Props needed: A short piece of rope.

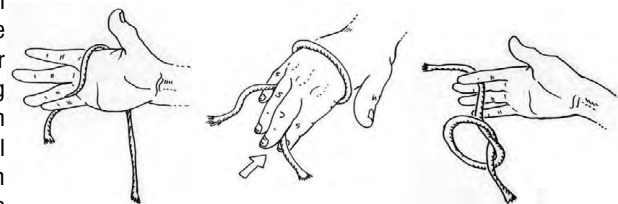
Tie a knot near to one end of your piece of rope and hide this in your hand. Do this before your show. Say, "I am going to try and tie the fastest knot in the World!" Bring the loose end of the rope up into your hand and, with a jerking motion, release it again. Nothing has happened! Bring up the loose end again but this time hold onto it as you do your jerking action. Let the knotted end fall from the hand. The action looks just the same as before but now, a knot has mysteriously appeared on the end of the rope!



339. THE ONE-HANDED KNOT

Props needed: A short piece of rope.

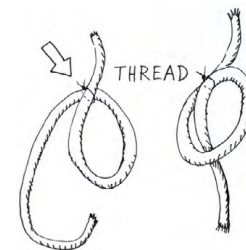
Hold the long rope from your magic props exactly as shown here. Now claim that you can tie a knot using just one hand in less than one second. This mad claim will be met with some disbelief by your helpers but you are about to prove them wrong! Keep hold of the end of the rope between your first and little fingers and turn your hand down allowing the loop to fall from your hand. A knot will automatically form in the centre of the rope!



340. THE VANISHING KNOT

Props needed: A short piece of rope.

As a magician, if you can make knots appear then you should also be able to make them disappear! Before your show secretly tie a piece of thread around your rope making a loop as shown in the picture. Hide this loop in your hand as you pick up the rope during your show. Take the end of your rope and thread it through the loop. Hold the rope at one end and it will look just as though you have tied a knot in the rope! Pull on the other end of the rope breaking the thread and making the knot vanish!

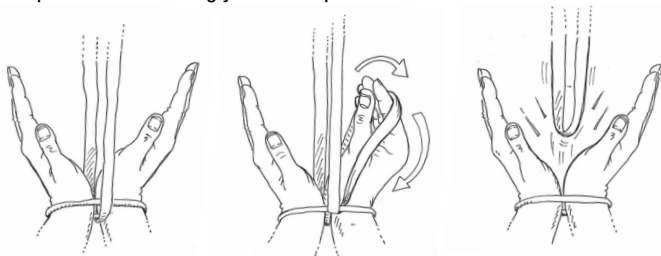


341. HOUDINI ESCAPE

Props needed: A long piece of rope and two cloth napkins.

Harry Houdini was the most famous escape artist of all time and now you'll be able to do a miracle escape as well! Along with your length of rope you'll also need two cloth napkins. The

bigger they are the better! Get one of your helpers to tie your wrists together with one of the napkins. Now get them to thread the rope from your set between your wrists and to hold onto the ends. Say, "It looks like I'm trapped folks but, like the great Houdini, I'll try to escape!" Get another helper to cover your hands with the second napkin claiming that your work must be done in secret! Under the napkin move your hands back and forth to make a loop in the rope. Keep going until you can get the loop into your hands. Put one hand through the loop and ask your helper to pull on the rope. It will come free even though your hands are still tied together. An impossible penetration allowing you to escape!



342. A GREAT ROPEY PRODUCTION

Props needed: A long piece of rope and a handkerchief or a cloth napkin.

1. Here's a great way to produce a hanky using a long piece of rope.
2. Tie the hanky in a knot in the middle of the rope. Roll the two ends of the hanky into the middle and move this whole package up near one of the ends.
3. To perform the effect hide the package in your right hand and bring out the length of rope. Tie a loose knot in the rope as shown (making sure to keep the hanky concealed in your hand).
4. Now quickly pull the knot tight at the same time releasing your hanky. The hanky will magically appear in the knot right in the middle of the rope!

343. UNKNOTTED HANKIES

Props needed: two cloth napkins or handkerchiefs.

1. Now, let's give our hankies centre stage and do some skillful magic effects with them. Carefully follow the instructions here with hankies in hand and you'll soon be proving that a knot is not always a knot!
2. Hold the two hankies exactly as shown and apparently knot them together. The first knot is a total bluff because you simply do the following. The corner at the front is taken down and under the back corner. It looks, with practice, just as if you have tied a knot but actually haven't!
3. Don't stop but carry on by doing a real knot on top of your fake one and pulling nice and tight. The two hankies look just as though they have been securely knotted together!
4. Tuck the hankies into your hand and claim that you will magically remove the knot. Pull out one of the hankies and, because of your fake knot, they will separate with ease! Show the hankies have magically unknotted to applause!

344. THE VANISHING SQUARE KNOT

Props needed: two cloth napkins or handkerchiefs.

1. You can even do this effect if a helper ties the hankies together in a real square (or reef) knot! Here's how to do it. Once again try this with the two hankies in your hands so you clearly understand everything.
2. Tie the two hankies together with a square knot and pull it nice and tight. You are going to look like you are pulling the knot even tighter, but while doing so, will secretly untie the knot.
3. Hold the hanky below the knot. With your other hand hold the corner of the same hanky above the knot. Now give a sharp tug. It will look as though the knot is still secure but actually it isn't! If you look carefully you'll see that one hanky is just knotted around the other one!
4. Hold the hanky at the knot and you'll find that it can come free from the other one by sliding it off the end! Do this behind your back during your show so that nobody sees your secret unknotted action.

345. ARGH! WHAT'S A SQUARE KNOT?

Props needed: two cloth napkins or handkerchiefs.

1. Just in case you don't know how to tie a square knot you can learn right now. Hold one hanky in front of the other one as shown. Now make a knot by wrapping one hanky over and around the other one.
2. Now make a second knot by taking one hanky corner as shown over and around the other one.
3. A simple way to remember this sequence is to think, "Right over left followed by left over right!" Pull your knot nice and tight and you've done your square knot!

346. EVEN KNOTTIER

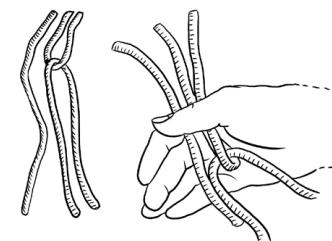
Props needed: two cloth napkins or handkerchiefs.

A really amazing fact about your square knot vanishing is that you can add extra knots on top and still unknott the whole mess! After your friend has tied two hankies together with a square knot you can say, "That's pretty good but let's make this harder with an extra knot!" Tie another knot on top and say, "Now that's what I call a knotty problem!" Upset the knot just as you did with the original square knot and you'll find that the corner of one of the hankies can still be pulled free. You can even add a fourth knot if you want to go crazy!

347. THE NIGHTMARE ROPES

Props needed: Three pieces of rope, each one half the length of the previous rope.

If you hold the ropes in your hand with the little one wrapped around the long one it will look as though you are holding three pieces of rope all the same length! Be sure to keep your hand around the tops of the ropes which will hide this sneaky set-up from your audience! Now, ball all three ropes up in your hand and, making a magical gesture, pull each rope out of your hand one at a



time. Suddenly, the ropes are all different lengths!

348. THE NIGHTMARE COUNT

Props needed: Three pieces of rope, each one half the length of the previous rope.

You can really fool your audience by counting each rope individually before you begin the above effect. Have the ropes in your hand as shown above. Begin by removing the single rope with your left hand and counting “one”. Next, reach over as though you are grabbing the next rope but secretly switch the single rope with the set of looped ropes. It will look as though you’ve grabbed a second rope with your left hand, leaving only one remaining rope in your right hand. Count “two”. Finally, reach over with your left hand and grab the third rope counting “three”. Your audience will now think you have three separate ropes, all the same size!

349. NIGHTMARE KNOT

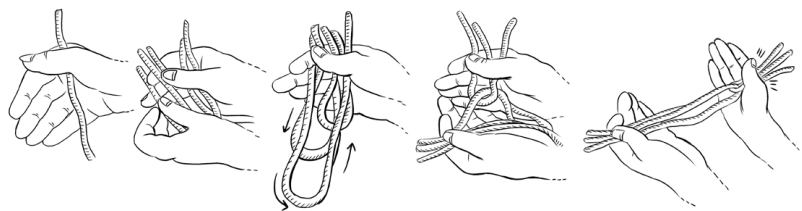
Props needed: Three pieces of rope, each one half the length of the previous rope.

Another interesting way to do the above trick is to set the ropes up in your hand as described in #344, count them individually as described in #345 then, using your right hand, tie the ends of the short rope (which is looped around the long rope) into a knot. Now, show that you have magically “linked” two of the ropes! Your audience will be less than convinced. This is when you slowly and dramatically slide the knot off of the long rope until it pops off the end of the rope. The audience will gasp when they see one long rope and you holding the knot!

350. PROFESSOR’S NIGHTMARE

Props needed: Three pieces of rope, each one half the length of the previous rope.

With a little bit of practice you’ll be able to stretch three different lengths of rope until they are all the same length. Begin with all three ropes out on your table. You are going to pick them up one at a time and put them into your left hand as follows: first, pick up the medium length and grip it between your fingers and thumb as shown. Next, pick up and grip the short piece then finally the long piece. You are now going to fold the pieces in half but in a very special way: First, pick up the bottom end of the little piece. As you do this, loop it around the long piece exactly as shown. Next, fold up the long piece as shown. Finally, fold the middle length piece to finish your sneaky work exactly as shown in the pictures. Now hold the ropes between your hands and it will look just as though you are holding three different lengths of rope! Slowly separate your hands and the ropes will look as though they are all stretching to the same length! You actually finish in the start position for our previous effect!



351. WHY STOP THERE?

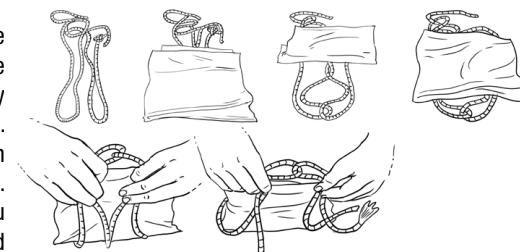
Props needed: Three pieces of rope, each one half the length of the previous rope.

It goes without saying that, since you finish the above effect in the start position for the one before it you can easily combine the two routines into one super professional routine. Show three different lengths of rope and stretch them all to be the same length. Then roll them up in your hand and slowly remove them to show that they have returned to be their normal lengths again. This is well worth practicing to perfection as it is a very popular routine even with professional magicians!

352. LINKING ROPES

Props needed: The medium and long ropes from the above trick.

From your rope set-up, take the medium length piece and the long piece. Lay the two side by side folded in half as shown. Now cover them with a napkin but leave the ends in full sight. Under cover of the napkin you twist the two ropes together and bring them forwards as shown. It



will look just as though they have magically looped together. Now lift everything up and the sneaky extra loop will fall away. Drop the napkin and show that the looping truly is magical!

353. CAT’S CRADLE PENETRATION

Props needed: A long piece of rope, tied into a loop.

Begin by holding both hands upward and looping the rope around the pinky and thumb on both hands (the rope will go behind your pinkies, in front of your ring, middle and index fingers, then loop behind your thumbs). Next, using your middle fingers, reach across to the opposite hand and catch the centre of the rope on each side behind your middle fingers. You will end up with a cradle-looking zig-zag rope pattern between your hands. Now, ask a spectator to put his hand directly through the centre of the “cradle”. Let go of the loop with all of your fingers except your thumbs, then, while the rope is still looped around the spectator’s wrist, redo the cat’s cradle as described above. This time, ask your spectator to push his hand up through the centre of the cradle from the bottom. When you let go with all of your fingers again (except for your thumbs) the rope will appear to penetrate free of your spectator’s wrist!

354. A BONUS HANKY PRODUCTION

Props needed: A handkerchief and a long-sleeved shirt.

Rather than just bringing out a hanky before a trick you may want to start your routine by actually magically producing it. To do this roll your hanky up into a small bundle and hide it in the crook of your arm. You can fold a bit of your shirt over it to help hold it in place. Say, “It’s magic time!” and clap hold your hands together. As you do this straighten out your arms and

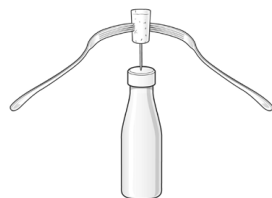
the hanky will fly from your elbow up into the air seeming to appear from nowhere!

MAGICAL EXPERIMENTS

355. FORK 'N CORK

Props Needed: Two forks, 1 cork, 1 toothpick

Push two forks into opposite sides of the narrow end of a cork. Push a toothpick directly into the bottom centre of the wide end of the cork. You will be amazed to find that the entire apparatus balances on the tip of the toothpick!



356. FORK 'N SPOON

Props Needed: 1 fork, 1 spoon, 1 toothpick, a glass.

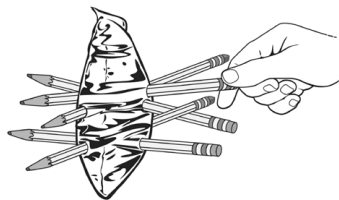
Push the spoon into the tines of the fork as shown. Next, insert a toothpick between the top fork tine and the spoon. Finally, balance the toothpick on the edge of a glass: you will be shocked to see the fork and spoon don't fall off the glass!



357. LEAK PROOF BAG

Props Needed: Sharp pencils, Plastic sealable bag, Water

Half fill the bag with water and seal it carefully. Make sure your pencil is sharp and push it slowly through the bag, right through the water. Amazingly, the bag doesn't leak! Once you're done, show your audience your leak proof bag. This trick works because the plastic bag forms a temporary seal against the edge of the pencil. As soon as you were to take the pencils out, the bag would leak.



358. HOW TO DEFY GRAVITY

Props Needed: Cardboard box, a magnet, a paperclip, string.

First tie one end of your string to a paper clip and tape the other end to the bottom of your box. The length of the string should be about a half inch shorter than the box. Place your magnet on top of the box. You can paint it the colour of the box to disguise it if you wish. Hold the paper clip just under the magnet and you will find it floats in the air!

359. IMPOSSIBOTTLE

Props Needed: An empty bottle with the label removed, a small piece of cheesecloth (about 5" x 5"), a rubber band, a glass of water, a few wooden toothpicks.

Place the piece of cheesecloth over the mouth of the bottle, pull it down over the sides of the bottle then secure it in place with a rubber band. Next, carefully pour the glass of water in a thin stream into the bottle, until the bottle is almost full. Place your fingertips over the mouth

of the bottle and invert the bottle, mouth down. Remove your fingers (do NOT squeeze the bottle!) and you'll be shocked to see the water stays inside the bottle! Next, prove to your audience that the mouth of the bottle is truly unblocked by anything else by slowly pushing a few toothpicks up through the cheesecloth and into the bottle. They will be astounded to see the toothpicks float up into the bottle without a drop of water spilling!



360. ANOTHER IMPOSSIBOTTLE

Props Needed: An empty bottle with the label removed, a ping-pong ball and a glass of water.

Fill the bottle with water, all the way to the top. Place the ping-pong ball over the mouth of the bottle. Hold the ball in place and invert the bottle, mouth down. Slowly remove your fingers from the ping-pong ball (do NOT squeeze the bottle!) and you will be amazed to see the ball stays in place on the mouth of the bottle and the water stays inside!



361. "POP" BOTTLE

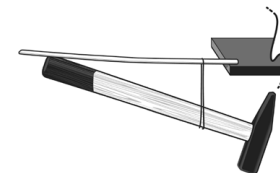
Props Needed: An empty plastic soda bottle, A medium-sized coin, A small square of tissue or paper towel

Put the empty bottle in the freezer for about an hour to cool. Cut a small square of tissue paper and place it on top of the coin. Pour a little water over the tissue to stick it to the coin. Without removing the bottle from the freezer, place the coin on top of the bottle, tissue side down, to act as a lid. Leave this set-up in the freezer for thirty minutes. Bring the bottle out and warm the top of the bottle with your hands. As the air inside warms up again from your hands, it expands and forces more pressure on the inside of the bottle and the lid, compared to outside the bottle. It makes enough pressure to break the seal and pop the lid!

362. ANTIGRAVITY HAMMER

Props Needed: 1 ruler, 1 hammer and 1 rubber band.

Place the ruler and hammer on end on a table. Loosely wrap them together with the rubber band- there should be some space between the hammer and the ruler. Now, place the opposite end of the ruler on the edge of the table: the head of the hammer should be hanging directly underneath the table and the bottom of the hammer handle should be touching the opposite end of the ruler. Let go of the ruler and you will be startled to see this apparatus stays in place without falling!



363. SELF-INFLATING BALLOON

Props Needed: A balloon, baking soda, vinegar, an empty bottle and a funnel.

Before your show, use the funnel to put about a tablespoon of baking soda into your balloon. Next, pour about a quarter cup of vinegar into the bottle. Carefully fold the mouth of the

balloon over on itself so the baking soda doesn't spill out and you're ready to go! During your show, bring out your prepared balloon. Stretch the mouth of the balloon over the mouth of the bottle and allow the balloon to hang down next to the bottle. The baking soda will still be in the balloon at this point so the balloon will still be empty. Tell your audience that the bottle is special because it can magically inflate your balloon! Lift the balloon up so that the baking soda falls into the bottle. When the baking soda reacts with the vinegar, it will create air and blow the balloon up!

364. STORM IN A TEACUP

Props Needed: An empty glass, water, cooking oil, food colouring, seltzer tablet.



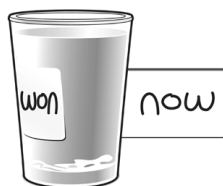
Pour the water into the bottom of the glass, filling it about halfway. Add a few drops of food colouring. Next, carefully pour some cooking oil on top of the water, filling the glass to almost the top. You will be amazed to see that the oil and water do not mix together but there's more! Now, drop a seltzer tablet into the glass. It will sink through the oil into the water and begin to dissolve. As it dissolves, it will push the water up

into the oil and create a show similar to a very popular type of lamp!

365. NOW/WON

Props Needed: A tall, skinny glass filled with water, a piece of white cardboard or card stock, a marker.

On the card stock, write the word "now" but make the "n" look more like an upside-down "u" with no line on the left. On the back of the card, write the word "noon", making both "n"s the same way. During your show, tell your audience that you have a magic glass but it only works for you. Hold the card with the word "now" facing the audience, about two inches behind the glass. Slowly move the card behind the glass from left to right and your audience will see the word "now" become the word "won"! Next, bet another audience member that they cannot reproduce this effect. Turn the card around so the word, "noon" is facing the audience. Since the word "noon" is a palindrome, the light bending effect of the water will seemingly not change the direction of the word.

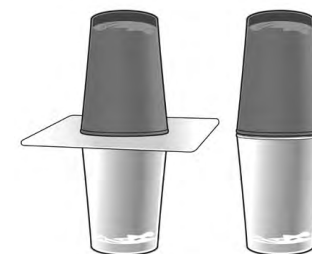


366. TEMPERATURE RISING

Props needed: 1 small glass of cold water, 1 small glass of very warm (not boiling) water, red food colouring, blue food colouring, a playing card. Please note that adult assistance is required with the warm water.

Be sure both glasses are filled to the brim with water. Now, add a few drops of red food colouring to the warm water and a few drops of blue food colouring to the cold water. Carefully place the playing card over the mouth of the glass of warm water and carefully invert the glass, being sure to hold the card in place so none of the water spills. Now, place the inverted warm water glass mouth down directly over the mouth of the cold water glass. Slowly remove the playing card. You will see that the red (warm) water stays in its glass and

the blue (cold) water also stays in its glass. The two do not combine because cold water is denser than warm water so the warm water stays at the top. Now, very carefully, push the playing card between both glasses again and turn everything over together so now the red water is on the bottom and the blue water is at the top. Slowly remove the card and you will see the two colours will now combine together since the denser water is now at the top! If you do not tell your audience about the difference in temperatures between the water in each glass, you can convince them you have the power over their combination!



367. RAINBOW IN A JAR

Props needed: a small jar, cooking oil, water, 4 different colours of food colouring, a small glass.

Begin by filling the jar about halfway with water. Next, pour some cooking oil into the glass and add a drop of blue food colouring. Stir it into the oil. Next add a drop of red and stir that in. Do the same with a drop each of green and yellow (or whatever colours you have around). Your oil will now be an unpleasant brown colour but fear not! Gently pour the oil into the jar of water. Slowly, the individual droplets of food colouring will sort themselves out and descend into the water, creating an amazing rainbow of colours!



368. LASSOING AN ICE CUBE

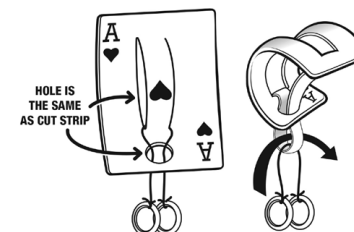
Props Needed: A short piece of string or yarn with a loop tied at the end to resemble a lasso, a glass of very cold water, ice cubes, salt.

Begin by placing the ice cubes into the glass of water. Be sure the glass is not so full of water that the ice cube on the top is under the water: the ice cube on top should be sticking out a bit. Now, challenge an audience member to use the "lasso" to pick up the ice cube on top. Of course, they won't be able to. Take the lasso from them and tell them you will show them how but you have to use some "magic dust" (salt). Lay the lasso on top of the ice cube and sprinkle a small pinch of salt on the ice. This will cause the surface of the ice to melt a little then refreeze to the "lasso", allowing you to lift the cube out of the glass with ease! If you want to be fancy, you can mix a tiny bit of fine glitter into the salt so it looks more like "magic dust".



369. THE GENIUS TEST

Props Needed: A playing card, a piece of string, scissors, two rings. Use the scissors to cut a small hole at the bottom of a playing card. Make sure this hole is small enough that the rings cannot fit through it. Next, cut two slits in the centre of the



card above the hole so you end up with a narrow strip in the centre of the card. This strip should be narrower than the hole. Now, tie the rings to opposite ends of the string, so you have a ring tied to each end of the string. Now, you are going to bend the card forward and gently pull the strip you made through the hole in the bottom of the card. Now, thread the ring/string apparatus halfway through the centre of the strip then pull the strip back through the hole. You have now created what seems like an impossible object. Ask your spectators if they can remove the rings and string without untying the rings or tearing the card. When they can't, place the card behind your back, push the centre strip through the hole and remove the rings with ease!

370. INDESTRUCTIBLE PAPER

Props Needed: A wooden ruler or paint stirrer and a 8-1/2 x 11" sheet of paper.

Place the ruler or paint stirrer on the table with about 4" of it hanging over the edge of the tabletop. Next, place the paper over just the ruler/stirrer that is on the table. Now, challenge someone to tear the paper by striking the end of the ruler/stirrer that is hanging over the edge of the table. They will be shocked to find the ruler/stirrer will break before the paper tears!



371. A SURE BET

Props Needed: A 8-1/2 x 11" sheet of paper.

Once you've proven your paper is indestructible, you can bet an audience member that they cannot fold the sheet in half more than seven times. This is a sure bet because each time the paper is folded, the folded paper packet becomes smaller and thicker. By fold number seven it is too thick and too small to fold another time!

372. UNBREAKABLE EGG

Props Needed: One uncooked egg.

Bet an audience member that they cannot break an egg by squeezing it evenly with their hand (be certain that the audience member is NOT wearing any rings before attempting this or their rings will crack the shell). They will be shocked to find that they cannot break an egg shell by squeezing the egg! This is due to the round shape of the egg: the effect of the "arch" distributes the pressure evenly across the shell of the egg making it nearly impossible to break (unless you're VERY strong)!

373. EGG BALANCE

Props needed: one uncooked egg and a pinch of salt.

Bet an audience member that they cannot stand an egg on end. While they are trying, secretly

sprinkle a pinch of salt on the table. Now, set the egg in the small pile of salt and it will balance on its end! If your spectator notices the salt, bend over and blow the salt out from beneath the egg and you both may be shocked to find the egg still stands on its end!

374. RUBBER EGG

Props needed: one uncooked egg, a glass and a cup of white vinegar.

Carefully place the egg in the bottom of the glass and pour the vinegar over it. Allow the egg to soak in the vinegar for 24 hours. At the end of the 24 hours, you'll find that the vinegar has dissolved the shell, leaving the rubbery inner membrane that surrounds the liquid portion of the egg. If you're careful, you can bounce this like a rubber ball! You can also boil it later on for a hard cooked egg you don't have to peel!

375. THE FLOATING EGG

Props Needed: An uncooked egg, a glass of water, salt.

Drop the egg into a glass about 3/4 full of water. The egg will sink right to the bottom. Tell your audience that thanks to your "magic dust" (once again, salt) you can cause the egg to float up to the top. As you pour the salt into the glass, the water will become more dense than the contents of the egg and the egg will float to the top!

376. THE REFILLING SODA CAN

Props Needed: A full can of soda, black construction paper, scissors and a glass.

First, cut out a small piece of black construction paper in the shape of the mouth of the can. You are going to take this paper and place it over the unopened mouth of the can underneath the pop tab. This will make it appear that the can is already open. Next, carefully crush the can in a bit- you won't have to crush it too much, just enough to make it look empty and discarded. During your show, bring out the can and tell your audience you will magically refill the can. Carefully shake the can enough to release some of the carbon dioxide from the soda. The additional carbon dioxide will cause the can to puff back out and "uncrush" itself. Next, pass your hand over the lid of the can and secretly steal the piece of paper away. It will now look as though the lid of the can has resealed itself as well! Now pull the pop tab and slowly open the can and pour out the soda!

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

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