

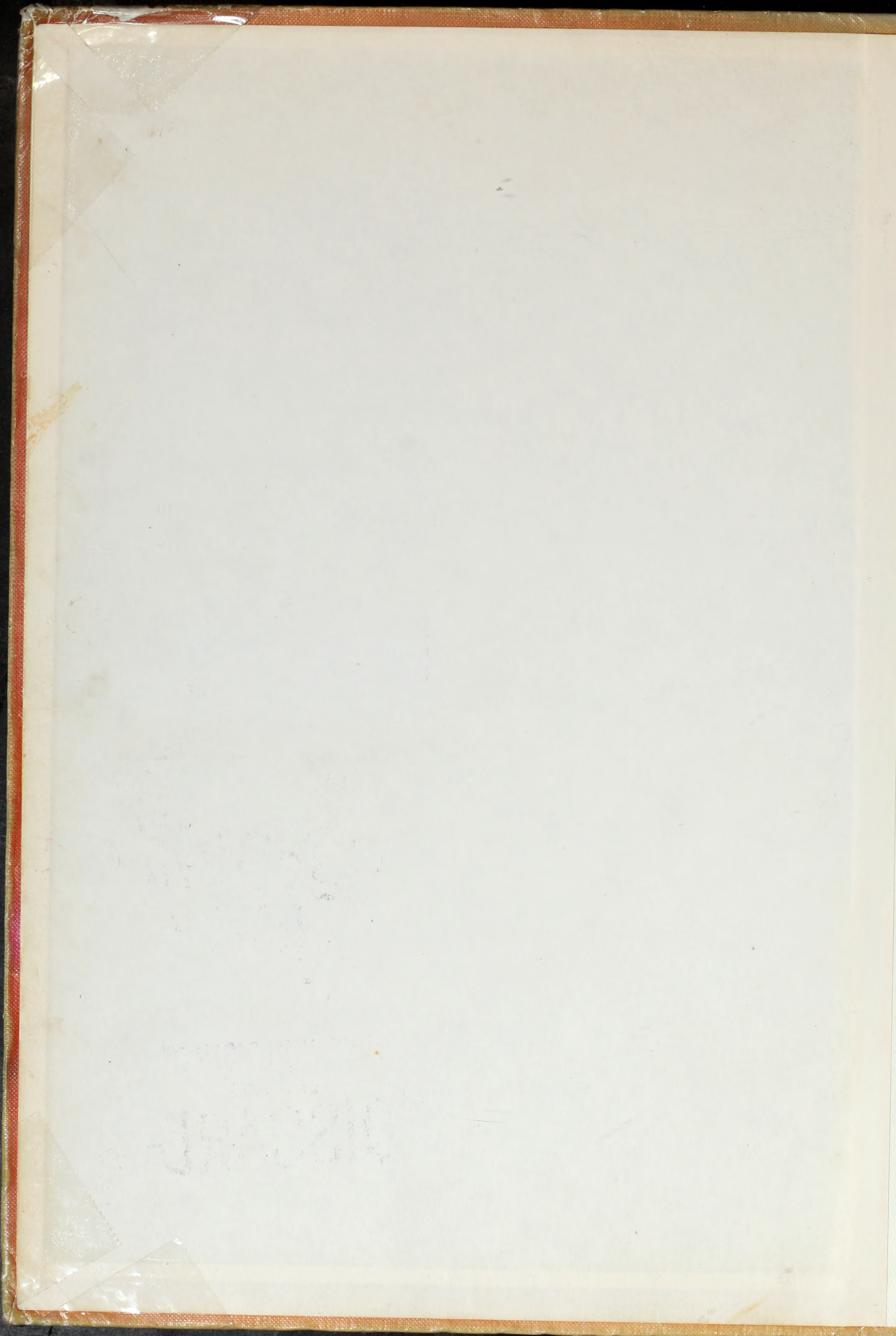
FUN WITH MAGIC

By Geoffrey Cowan

A showtime collection of easy-to-perform mind-boggling tricks
and puzzlers that will amuse, amaze and mystify audiences of all ages.
Only ordinary objects used.



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FUN WITH MAGIC

By GEOFFREY COWAN



Illustrations by RON BROWN • Pictures by REX BAMBER

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Introduction

Have you ever watched a magician and marvelled at the effects that took place? Did you wish that you could "do magic," too? Well, here's just the book for you! **FUN WITH MAGIC** reveals how to perform all sorts of tricks — some that depend on a little quick thinking, others that require careful preparation.

Don't worry too much about complicated props! A search around your home will probably turn up most of the materials used here, such as playing cards, coins, bottle caps, paper and string.

Before you begin, remember the two basic steps to successful performance—preparation and lots of practice! Make sure that everything is ready before you demonstrate your skill to your friends or family; check your props and see that nothing vital has been overlooked. Practice the tricks first in front of a mirror, so that you can see how it will be seen by an audience. Remember, too, that it is important to talk to your audience and make them laugh — the more relaxed the atmosphere, the less observant they are likely to be. You will find some suggested conversation here for most of the tricks, to give you an idea. As you build up confidence, you will, no doubt, add some bright remarks of your own!

I hope you will get as much enjoyment from this book as I did in selecting the tricks and trying them out. So, make magic and have fun!

Geoffrey Cowan



Pick a Pin

You have, you say, a special color sense — so much so, that you can discern them with your eyes shut!

Three identical pieces of ribbon, though each of a different color, are shown. (They may be borrowed.) Also needed is a large handkerchief.

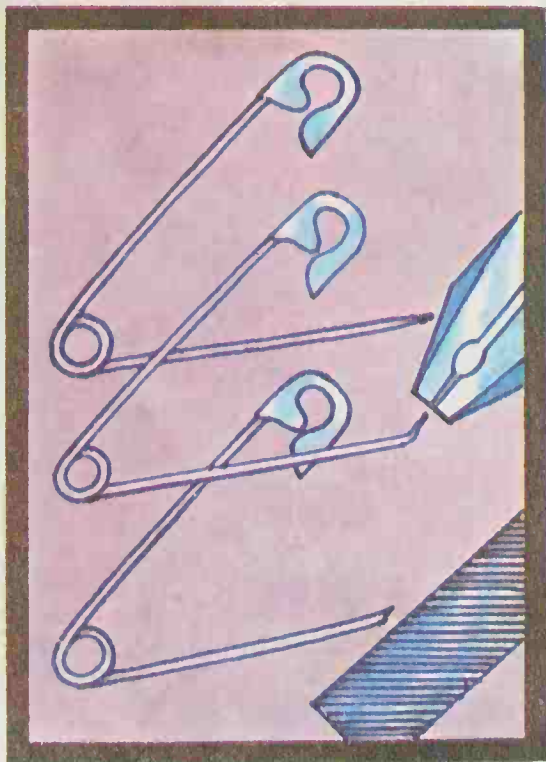
You produce three *closed* safety pins from your pocket, and tie a piece of ribbon to each one. Then ask someone to blindfold you, using the handkerchief.

Now you announce: "Whichever pin you care to put into my hand, I will tell you the color of the attached ribbon."

What's more, you do — every time!

As each pin is handed to you, put your hands behind your back and *open* the pin. All three will be slightly different. For one, you will have filed down the point slightly; on the next, the tip of the point will have been bent over with some pliers; the third remains intact.

When you quickly check which pin is attached to which piece of ribbon, it's an easy matter to call out the colors!

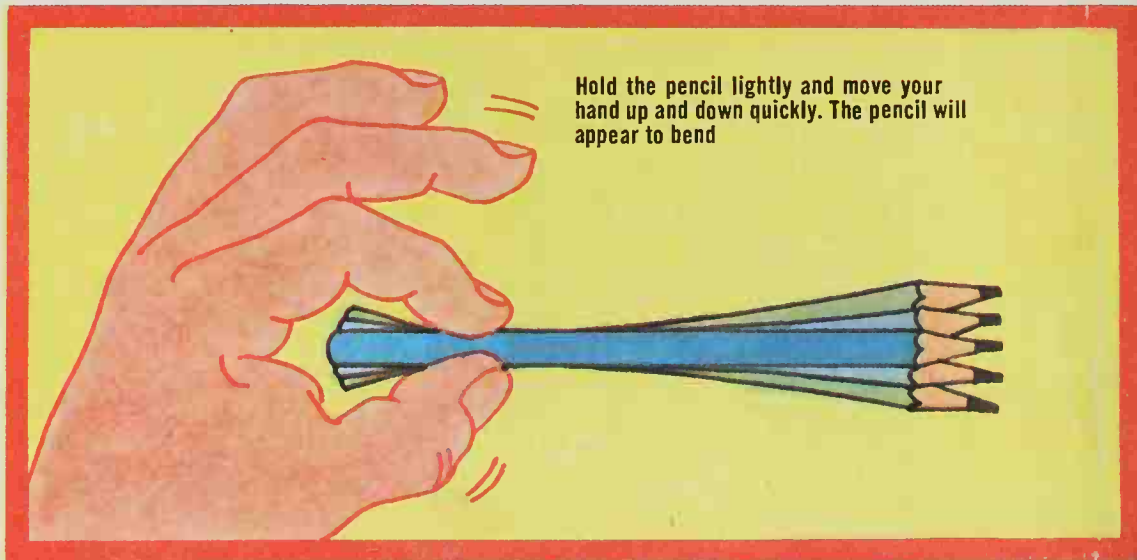


Rubber Pencil

Pull out a full-length pencil from your pocket and ask a friend to inspect it. When your audience is completely satisfied that there is nothing special about it, you prepare to prove them wrong! "This pencil is just like rubber!" you say.

Take the pencil horizontally between the forefinger and thumb of your right hand — about a third of the length in from the unsharpened end. Holding the pencil very *lightly*, move your hand up and down in a rhythmic action.

The pencil will appear to be bending. Of course, it's a simple optical illusion, but one which makes the pencil seem like rubber!



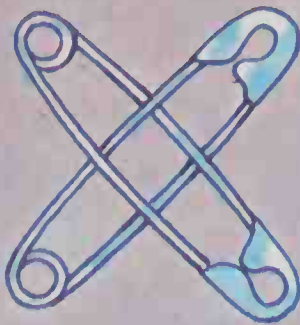
Pair of Pins

Want to make another point about "pin power"? Well, retain the unprepared pin from your last demonstration and link it to another ordinary safety pin.

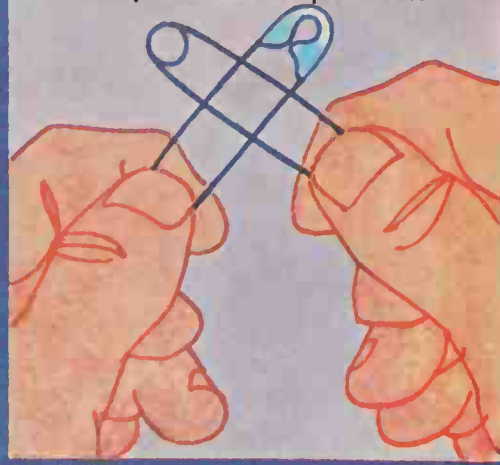
Offer the pair to volunteers to see if they can separate the pins *without opening them*.

It will be impossible, unless you know the knack. Refer to the illustration. Holding each pin between thumb and forefinger of either hand, you pull your hands smartly outward. One pin will slide off the end of the other without forcing the pin open!

Link two safety pins together



Hold pins as shown and pull outward



Knotty Problem

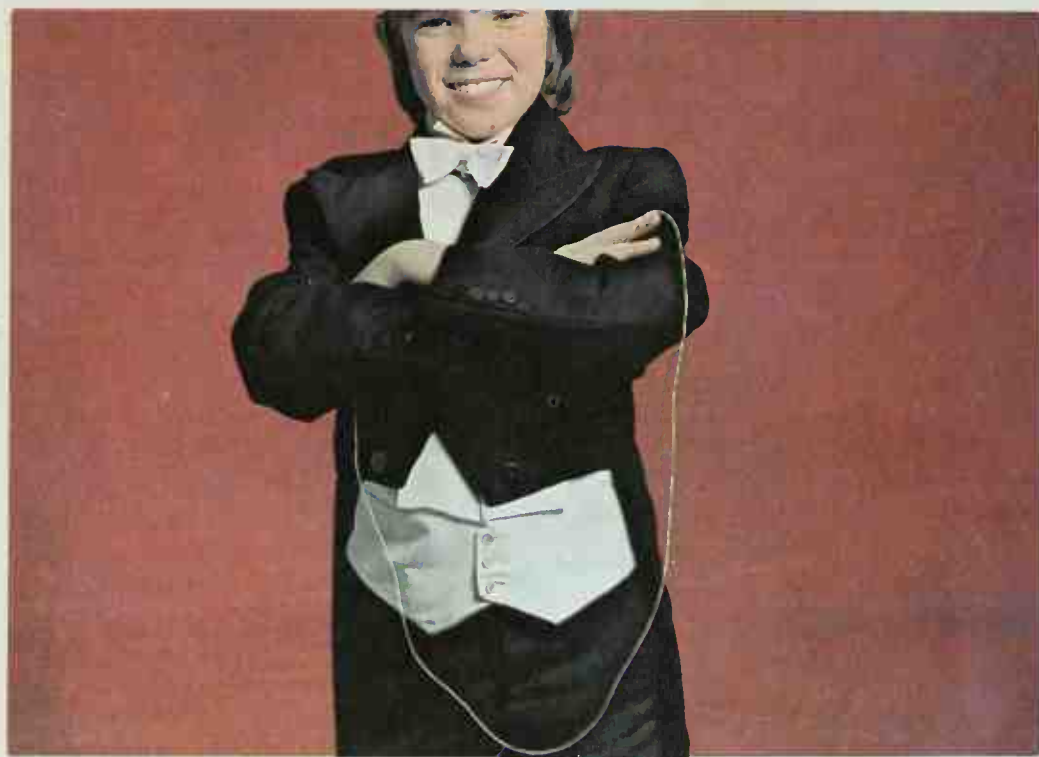
For this quick trick, use a length of string at least two feet long.

First, challenge someone to tie a knot in the string without letting go of the ends, which are held in each hand.

You'll probably have to rescue the volunteer before he ties himself in knots, without managing to do it to the string!

Now you show everyone how it's done. Lay the string out in a line — or ask a friend to hold it straight. Then fold your arms, *before* picking up an end in each hand.

As you unfold your arms, you will find that the string will contain a knot automatically tied!



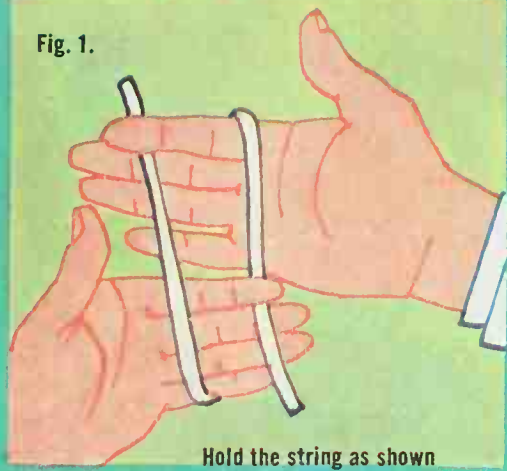
Knot From Nowhere

Here's another tying trick, in case your piece of string isn't long enough to perform the "Knotty Problem."

To get the best effect, you will need to practice this trick beforehand. All you do is hold the string as shown in Fig. 1. Now bring your hands together. But, simultaneously, pick up each end of the string between the forefinger and second finger of each hand.

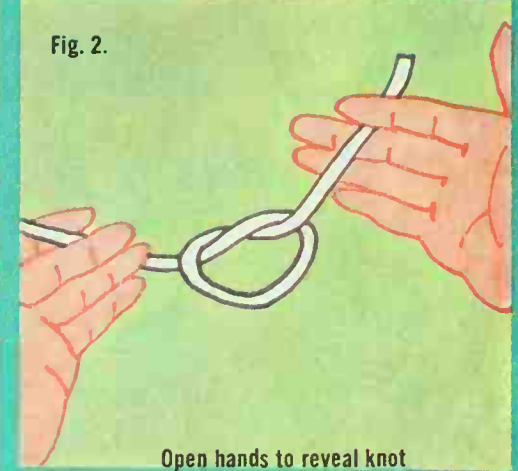
All in one movement, you separate your hands again — to find that a knot has appeared in the string.

Fig. 1.



Hold the string as shown

Fig. 2.



Open hands to reveal knot



Restored Match

This is one of the simplest, yet most effective, of close-up tricks. All you need are two matches and a gentleman's handkerchief of the type having a quarter-inch or so of hem.

Look closely at the handkerchief. You'll find that there are small openings on the four corners, where the seams meet.

Place the first match into one of them. (See Fig. 1.)

Now you are ready to perform.

Hold up the handkerchief so that your audience sees it is empty. You, of course, are concealing the match.

Next, allow someone to check that the second match is ordinary.

"I will now place this match into the handkerchief, and snap it in two!" You announce.

While the second match is wrapped, twist the handkerchief so that you are gripping the match hidden in the hem. (See Fig. 2.)

When you break it between your fingers, the audience will hear the "snapping" noise. But when you unfold the handkerchief, the other match will still be intact.



Fig. 1.

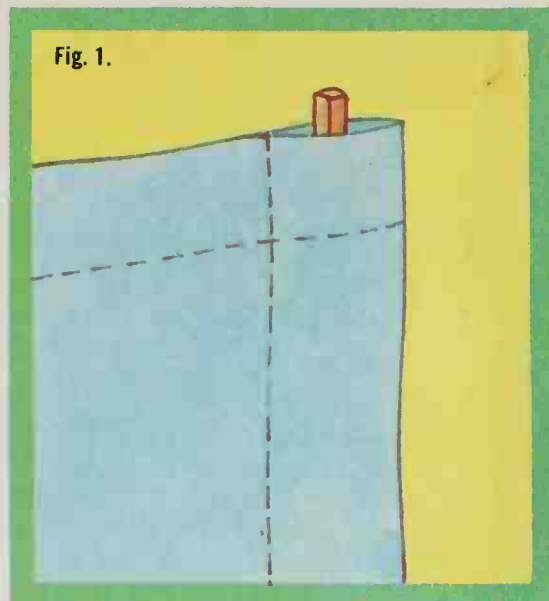
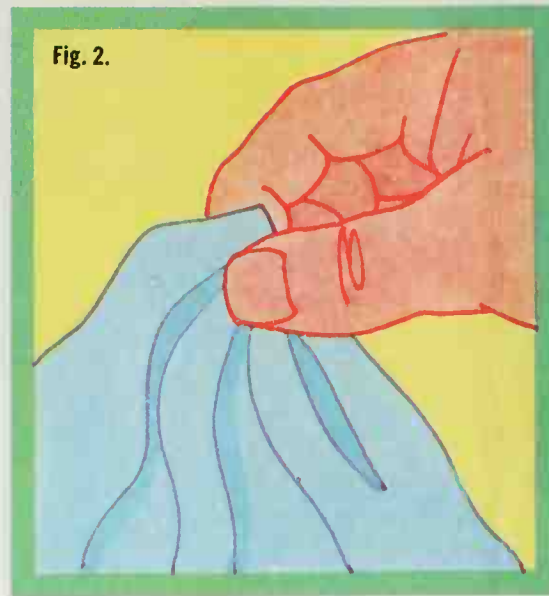


Fig. 2.



Something From Nothing

Here's a trick that will amuse.

Take a short length of ribbon and wrap it around your right thumb and tuck in the end. (Fig. 1.) Place your hand in your pocket.

You are all set to start your show with a surprisingly effective demonstration.

Keep *both* hands in your pockets as you approach your audience.

You say that you can make a piece of ribbon appear as if by magic. As you speak, withdraw your right hand from your pocket, keeping the thumb concealed.

Then bring both hands together and hold them up, palms toward the audience.

"My hands are empty," you say, adding, "but they won't be for long!"

As you speak, close your hands inward — toward each other — so that your right-hand fingers hide your thumb and ribbon again. (See Fig. 3.)

When you pull the ribbon clear, your audience will wonder where it came from!

Fig. 1.

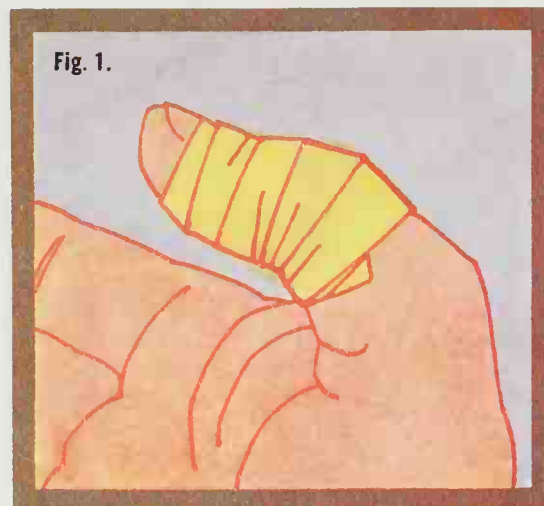


Fig. 2.

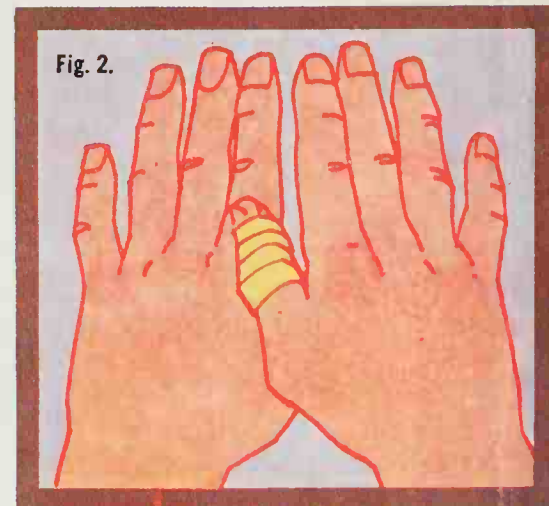
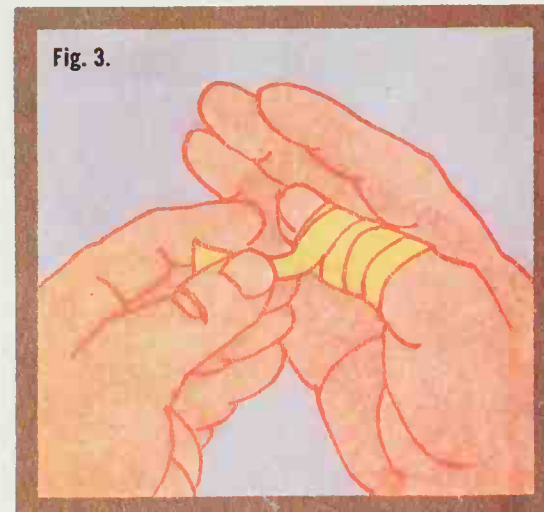


Fig. 3.



The Jumping Band

A rubber band mysteriously "jumps" from the first two fingers of your hand to the third and fourth fingers.

Hold up the *back* of your hand toward the audience, and drop the rubber band over the tips of upraised fingers one and two.

Now — very quickly — bend all four fingers downward, into the band and across them all, having pulled it out first with your other hand.

Open up your hand again and, as if by magic, the band will jump to the third and fourth fingers. Easy, wasn't it!



Engulfing Hanky

Just as you made the piece of ribbon appear, as if from nowhere, now you reverse the process — to make a coin vanish!

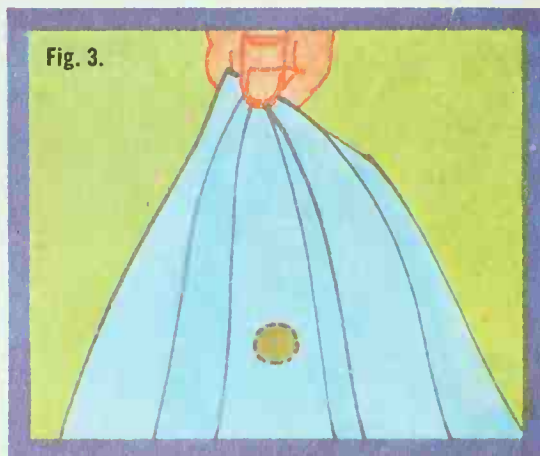
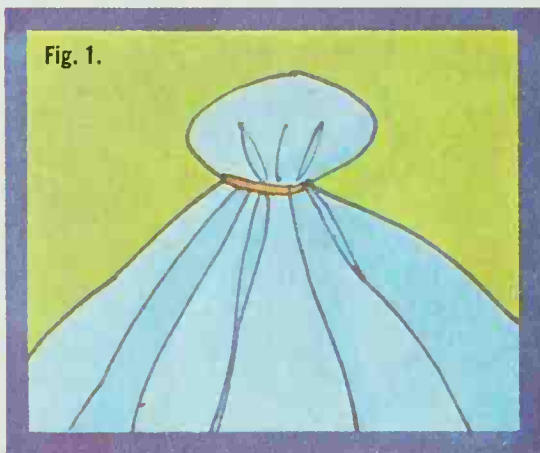
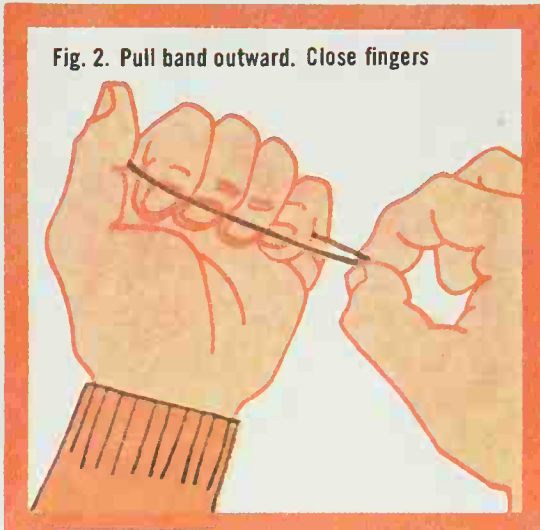
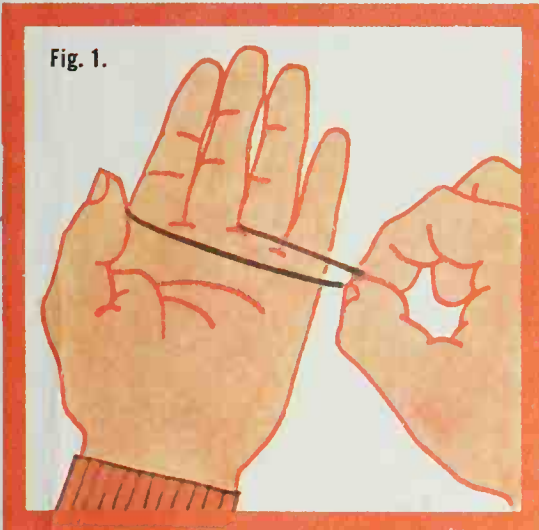
First, obtain a large cotton handkerchief and gather in the center with a small rubber band.

Keeping the band and back of the handkerchief toward yourself, lay the handkerchief over the upraised fingers of one hand.

Remove a coin from your pocket with your other hand. You tell everyone that the handkerchief will swallow the coin so that it disappears into thin air!

Let everyone laugh if they wish. For while they are doing so, you push the coin through the area of the handkerchief held by the rubber band. (Fig. 2.)

When you hold up the handkerchief from a corner (Fig. 3), the coin will appear to have vanished.



KITCHEN CONJURING

Banana Split

Inform your audience that you can cut a banana into slices without even *touching* the skin! All you use is your out-stretched finger!

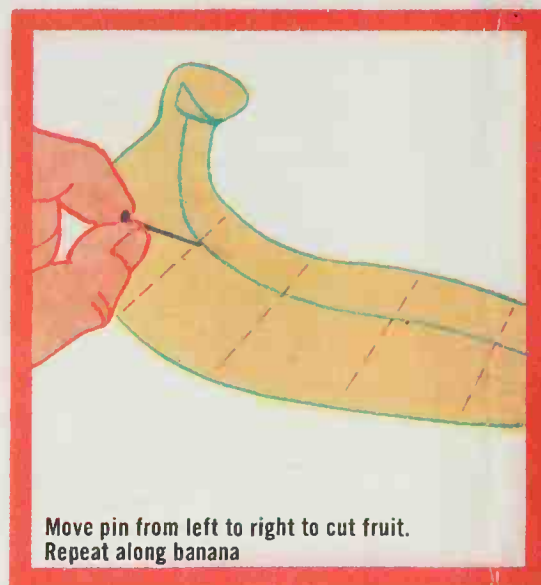
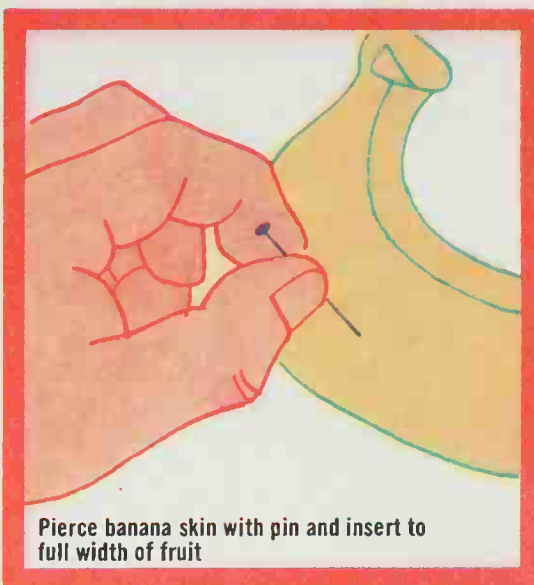
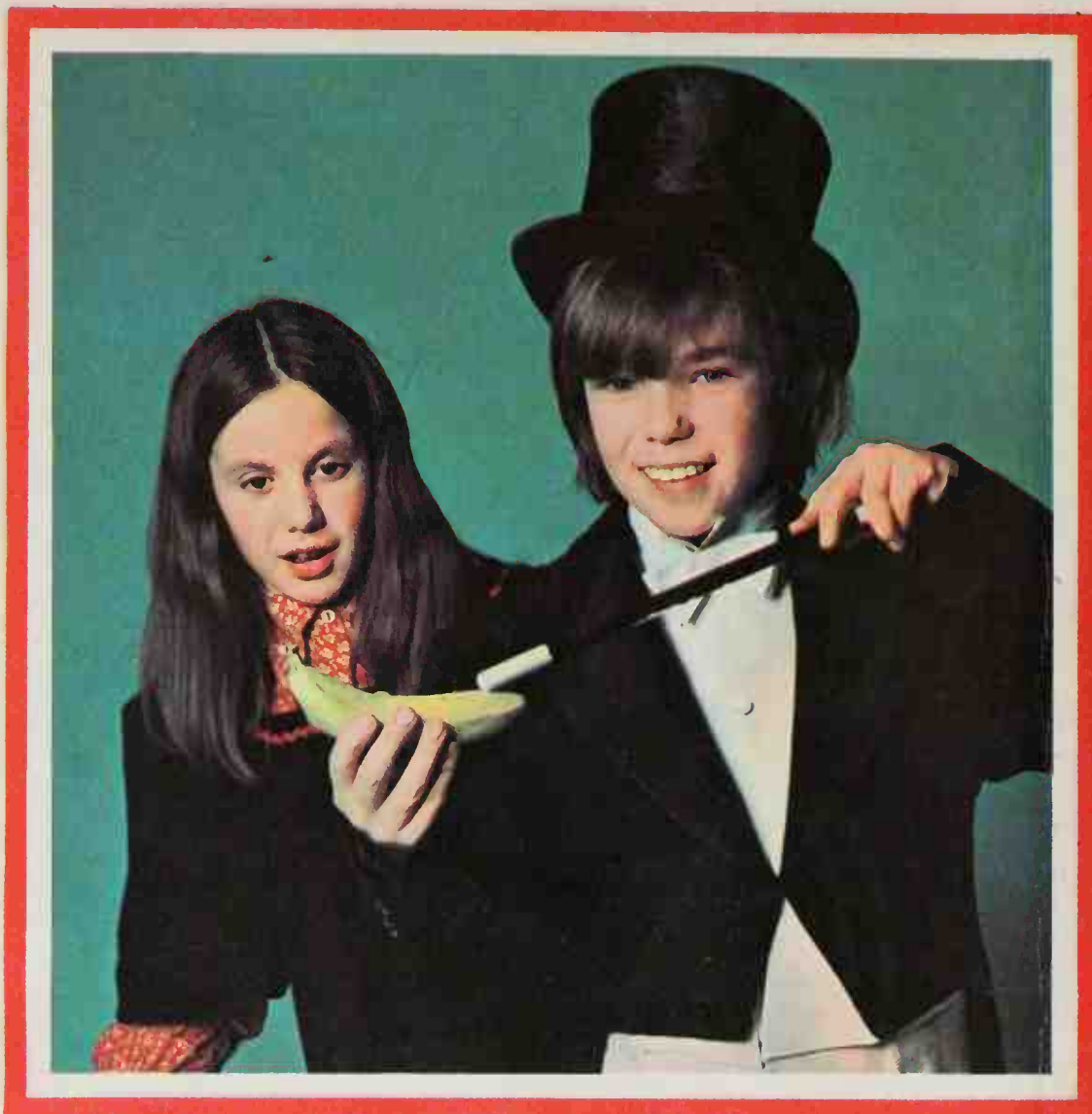
Of course, there's preparation to be done first. Using a pin, pierce the surface and insert the pin the full width of the banana. Holding the end of the pin, move it crosswise from left to right and back again. This, in effect, will cut the fruit inside the skin, though outside there will be nothing more than a pinprick.

Repeat this operation, say, four times, and you are ready to make your "magical" cuts.

After several spectators have inspected the banana — it's very unlikely they'll notice four pinholes! — place it on the table before everyone. Then close the fingers of one hand together, except for an out-stretched forefinger.

Appear to bring this down four times (the number of "cuts" you have made) above the banana — but do not touch the surface.

Afterward, ask someone to pick up the fruit and peel it. Just wait for those puzzled expressions when the center of the banana drops into four clean-cut parts!



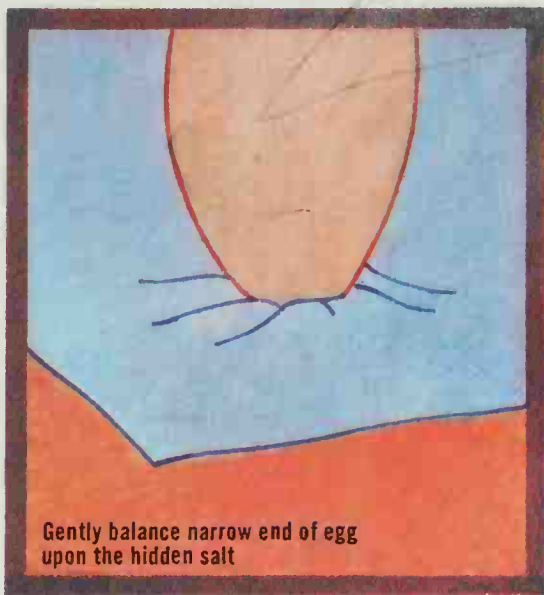
Eggs-Act Balance

From fruit to the "fridge," we move on to find an egg for this quick trick.

Lay a cloth on the table, and say, "I'll bet that no one can balance this egg on its *narrow end*!"

Needless to say, there'll be volunteers. But however steady their hands are, the result will be the same. The egg will roll over.

The secret is simple. Before you start, pour a tiny pile of salt *under* the tablecloth. Only you know exactly where it is, so when you come to prove your prowess, you gently place the egg end on the salt. It will be enough to support it.



Shaky Settle

Another method of balancing the egg — without using any "props" — is to shake it for a few seconds. Then as you place the egg end-up on the tablecloth, the yolk will settle and support the shell!

Spinning Egg

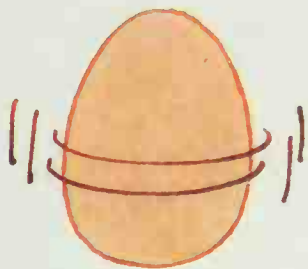
All you need for this is *one* cold, hard-boiled egg, with its shell still on, for a few moments.

But make sure you still have that raw egg around from the "Eggs-Act-Balance" trick. The pair provide all the equipment for this clever demonstration.

Hand over the raw egg to your still puzzling audience, and say that although they couldn't balance the egg, perhaps someone can make it spin.

Once again, much to everyone's dismay, their efforts will only lead to failure.

Now you show how it's done. Pick up the hard-boiled egg and spin it. Instant success!



Bottle-Cap Bother

Placing three bottle caps in a row on the table, remove a small coin from your pocket, and lay it by the bottle caps.

Say that while you leave the room, you would like someone to put one cap over the coin and when you return you will know which one hides the coin.

When the signal is given, you return, take a good look at the trio of caps, and immediately decide on the one you want.

Sure enough, underneath is the coin!

All you need do is stick a hair or tiny thread onto the coin, using a small square of transparent tape. Provided the bottle caps only just fit over the coin, the hair will protrude — showing where the coin is!



Stick a hair or short thread onto the coin with transparent tape



When bottle cap has been placed over coin, the hair or thread will protrude



Cork Caper

"Have you ever tried to pick up a pair of corks between two fingers?" you ask your onlookers. If they haven't, they'll certainly want to try. Place two identical corks side by side, and tell the first volunteer to try and lift them between the forefinger and second finger of one hand.

It's no easy task, as will be discovered. The corks will turn over, making it almost impossible to pick them up easily.

To do it, bend the joints of both fingers as shown in the diagram and don't press too hard before you attempt your lift.

This way, the corks will *not* roll.



To pick up corks, bend forefinger and second finger, and lift gently



Sticky String

Fill a glass about two-thirds full of water and drop an ice cube into it. Hold up a piece of string (not too thick) a few inches long and announce that you will pick up the ice cube, using the string. But you will *not* loop the string or touch the cube with your fingers!

When you're ready, lay the end of the string on the floating topside of the cube, after you have dipped the string into the water.

Now ask everyone to close their eyes and count to ten. Say that, as they call out the numbers, they must *think* of the string sticking.

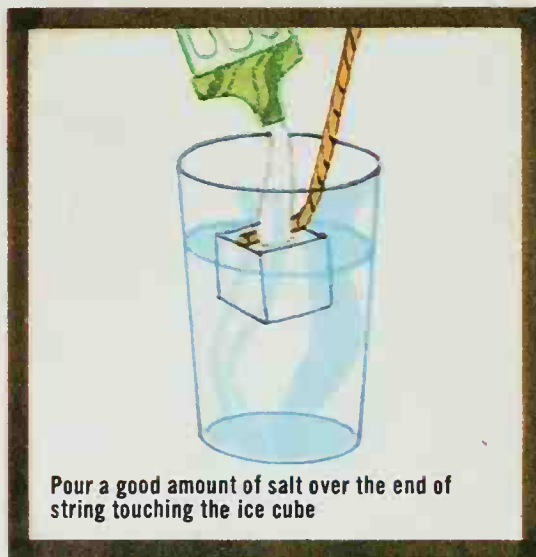
When they open their eyes again, you will pull the string gently upward so that the ice cube *sticks* to the other end and is lifted clear of the water!

There's no real mental power involved. All you do is pull out a salt shaker which you have in your pocket. Pour plenty of salt on the spot where the ice and string are touching.

By the time the *slow* count to ten is completed, the salt will have caused the two surfaces to adhere.



Lay one end of the string upon the floating ice cube



Pour a good amount of salt over the end of string touching the ice cube



When string has stuck to the cube, lift it free of the glass

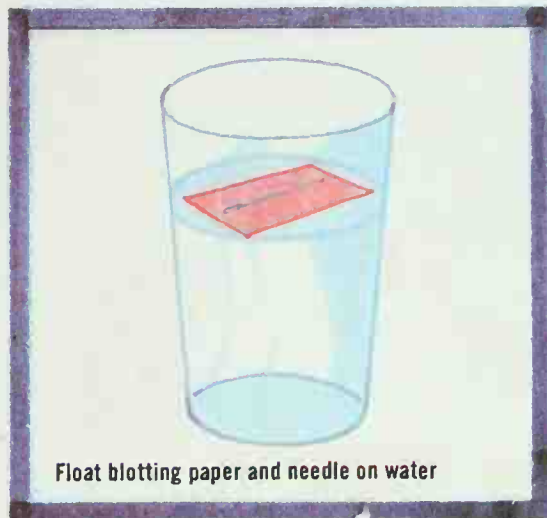
Floating Needle

Before you throw away that glass of water, find a needle and a piece of blotting paper. Hold up the needle and offer it to the nearest onlooker. He must try and get the needle to float on the surface of the water.

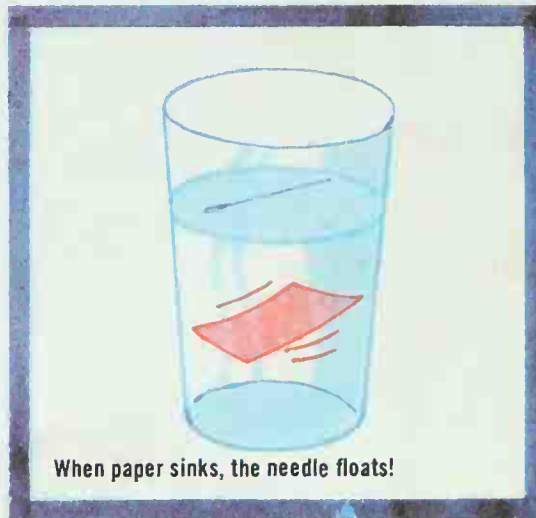
However *carefully* the volunteer does this, the needle will sink to the bottom. By this time, your audience will have gathered that you — as the magician — will have the answer.

In fact, it lies in the small piece of blotting paper which you now produce from your pocket. Place the paper on the water and then put the needle on the blotting paper.

When the blotting paper becomes saturated, it will sink to the bottom of the glass, leaving the needle floating on the surface!



Float blotting paper and needle on water



When paper sinks, the needle floats!

MAGICAL MONEY

And Then There Were Three

You don't have to be rich to perform this trick! All you need are any three coins, say, two dimes and a penny.

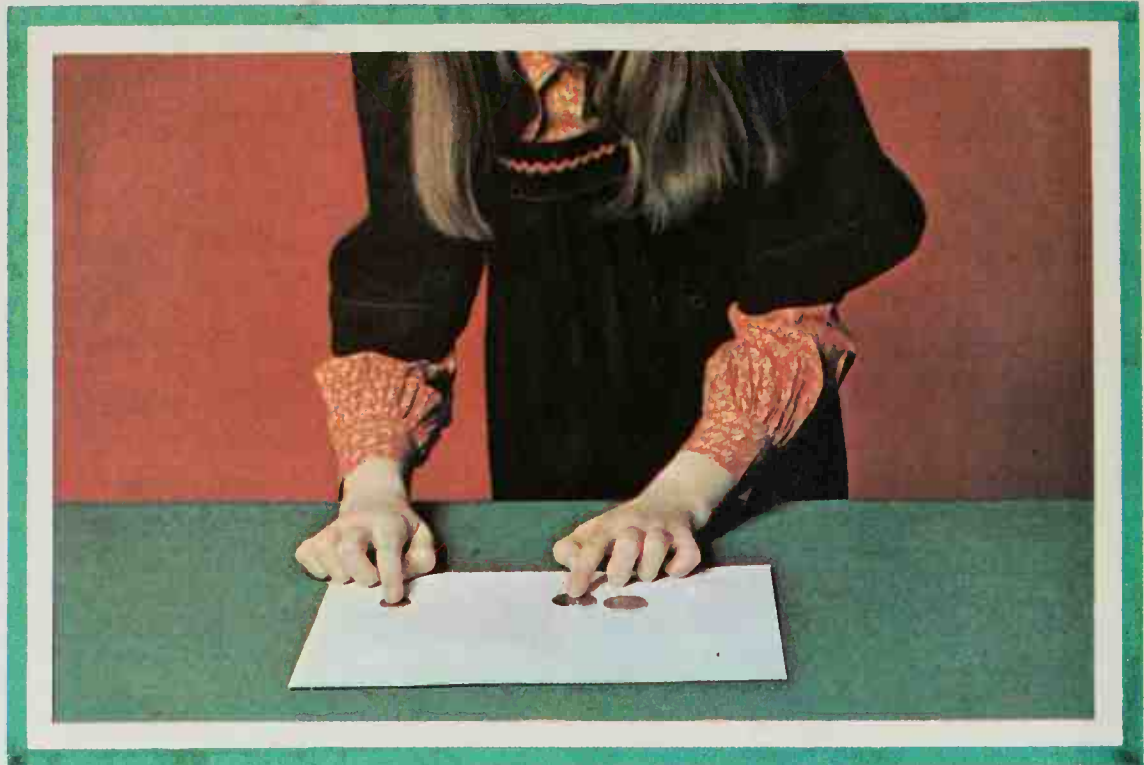
Place the identical two coins side by side on the table, so that their edges touch. Now hold up the penny and say that whoever can put it between the other two coins can keep all three!

Before there's a rush of volunteers, you'd better point out the catch. One of the dimes must not be touched and the *other* cannot be moved!

You'll probably find that that will stop everyone in their tracks. Now it's up to you to show it is possible.

Place your forefinger firmly on the dime which must not be moved (there's nothing to say you can't *touch* this one). Then, holding the penny in your other hand, slide the penny along the surface of the table so that it strikes the dime on the outer edge.

You'll find that a quick, sharp tap is enough to make the *second* dime jump back. All you have to do now is place the penny in the gap.



Place two dimes side by side and place forefinger on one



Slide penny to strike first coin which will knock second coin aside

"TRICK" TRICKS

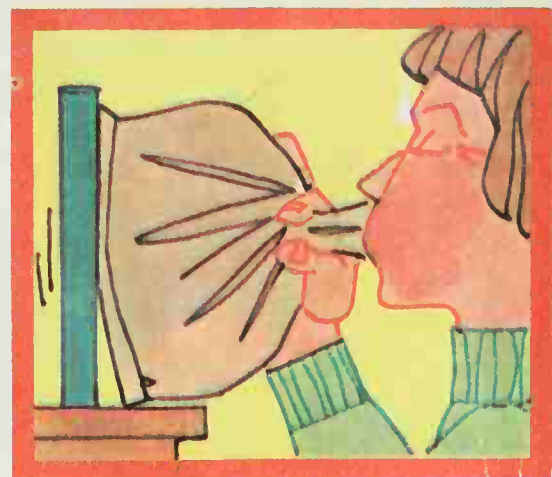
Blow the Book Down

All you need for this "catch" trick is a big, thick book — like a dictionary — and a paper bag, which you secretly put in your pocket before you start.

Now place the book on the table and invite anyone from your audience to blow it over. The result may be several red faces!

Then, while everyone is getting back their breath, you announce you will topple the book in seconds. The illustration shows how it's done.

Just blow into the bag and, as it inflates, the book will fall. After all, you *did* blow it over by breath-power!



"On Edge"

Tell your friends you have a quarter which is feeling "on edge" — so much so, that you can make it stand up on your hand without any support, or so it would seem!

In fact, before you join your audience, you must hide a pin lengthways between your thumb and the edge of your palm (Fig. 1). Make sure, though, that the point of the pin is away from you.

Produce the coin with your other hand and pass it around for inspection. When

everyone is satisfied that it has not been tampered with, take the coin back.

Hold out your flattened hand and secretly hook up the pointed end of the pin with the edge of the coin, as you appear to place it into the exact position.

While your audience sees only the *front* of the coin, the pin will be supporting it from behind. (See Fig. 2.)

You'll probably have to let volunteers try this trick for themselves. So, as you hand over the coin to the first, either keep the pin concealed or drop it on the carpet. If you drop the pin, your hand is completely empty and you can hold it up with fingers outstretched.

By the time your volunteers have watched the coin fall over a few times, they'll be the ones who are "on edge"!

Fig. 1. Hide pin lengthwise between thumb and palm, point toward palm

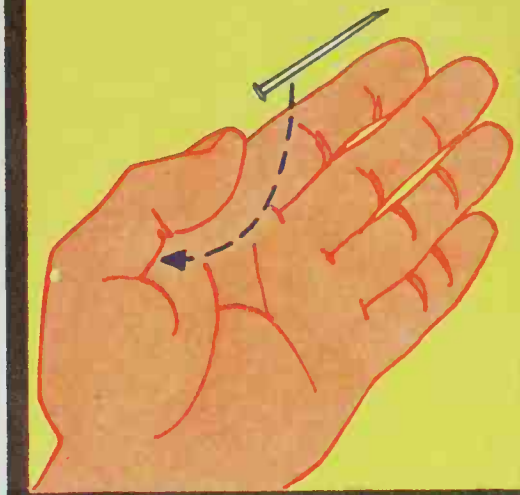


Fig. 2. Hold out flattened hand and support coin with concealed pin



Catch-a-Coin



Of course, there was a "catch" to the "On Edge" trick. A pin was needed to complete the demonstration.

Now here's a catch which requires nothing more than a little *skill* and *practice*.

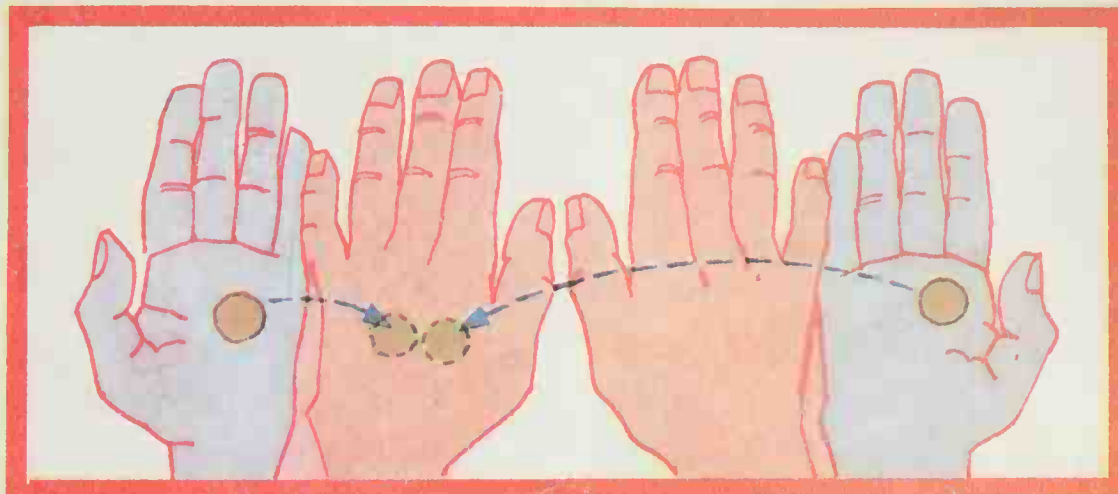
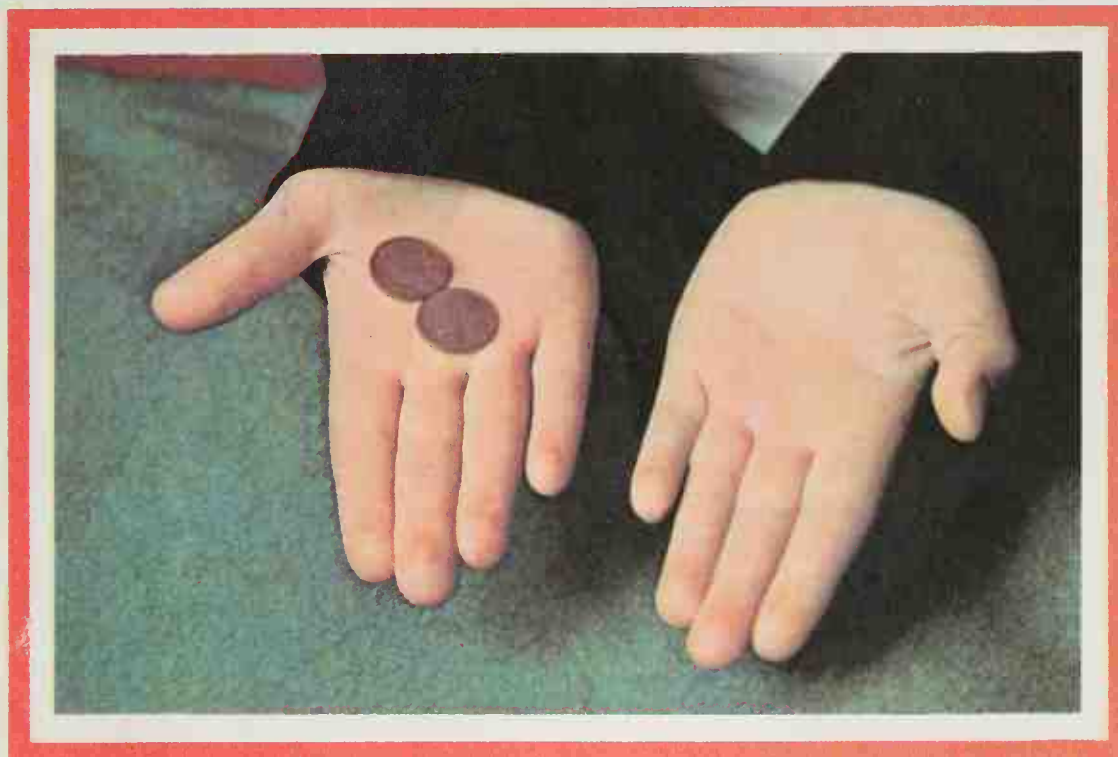
Add another quarter to the one you've just used, and keep some more handy. You may have to borrow some from your audience — but all the contributions will be returned!

Draw back your right arm to the position shown in Fig. 1, and balance two or three coins in a line near your elbow.

Inform everyone that your reflexes are so fast that you can catch the coins as they drop when you bring your arm down to your side. You really will be able to, provided you swing your elbow *straight* down — *very quickly* — and keep your hand open. You'll surprise yourself when the coins end up in your hand!

Once you have become an expert, you can try adding another coin each time. Or, if you prefer, you can place the coins one on top of the other on your elbow.

All Change



Problem: A person opens his hands and lays them flat on the table. A coin is put into each hand. He then turns the hands over.

Question: How many coins are there in each hand?

Answer: Not *one* in each, but *two* coins in one hand and *none* in the other!

By now you're probably wondering how this piece of mysterious mathematics is done. Just follow the instructions to find out.

The "person" is, of course, yourself! Lay your hands palms up on the table and put the coins into the positions shown in the diagram.

Is your audience watching? Good. Then without lifting your hands clear of the table, flip them both over, very quickly, toward each other.

Now ask your onlookers the question, "How many coins are there in each hand?"

Believe it or not, but the left hand will contain both. As you turn over your hands, the coin on the right flies over to the left, to be caught before your left hand is flat again.

Try it and find out for yourself!

Calling Coins

Here's a trick which can be extremely effective. You need a table covered with a tablecloth.

Put two quarters on the table so that a glass can rest on them just clear of the tablecloth. Now place two dimes close together, one behind the other. Cover the coins with the glass, making sure that it rests on the quarters.

Put a handkerchief over coins and glass, so that its *edge only just touches* the tablecloth at the front.

Everything is set! Except for the explanation.

"I can call coins so that they come to me, as I beckon them!" you proudly announce. No one will believe you. But don't be discouraged.

Start to scratch the tablecloth in front of your concealed glass. Simultaneously, say: "Come out, dime number one. I want to see you!"

Your audience will possibly laugh. After all, it's a bit of fun. But you'll laugh last, as the dime will begin to emerge in about twenty seconds!

When the coin is clear, pick it up and pocket it. Repeat the movement and, soon, dime number two will also make its appearance.

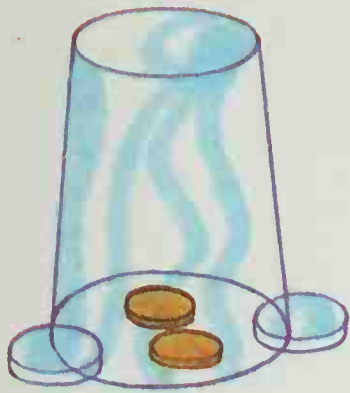


Fig. 1.

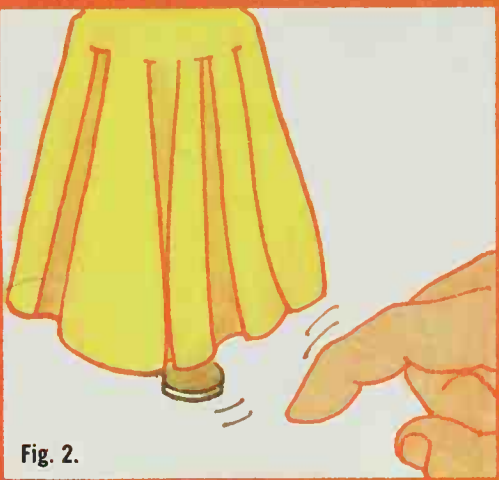


Fig. 2.



Color Sense

Lay several different colored crayons on the table, and hand a piece of paper (not much wider than the length of any of the crayons) to someone in your audience.

"Choose any color you like and wrap it in the paper," you announce, adding: "Remove the other crayons, and I will tell you which crayon you have chosen!"

That will be enough to make sure everyone watches to check *you* aren't looking when the crayon is picked. But it doesn't matter.

Ask for the wrapped one to be placed in your hand, while you keep your eyes shut. This done, put *both* hands behind your back.

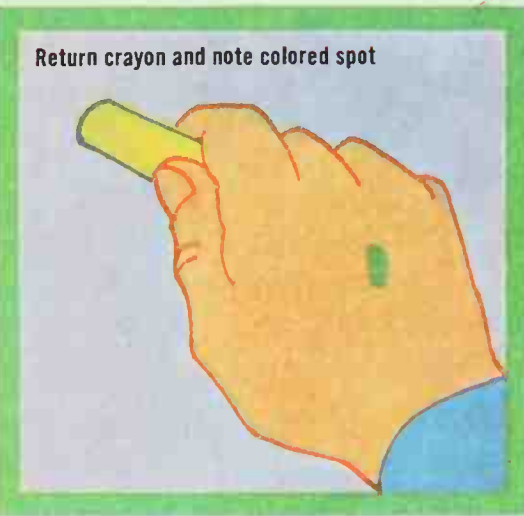
When you bring them to the front again, hand back the crayon, still rolled in the paper. The color you announce will be the right one!

The simple secret lies in just unwrapping the crayon sufficiently to make a tiny mark on the back of one hand, while your arms are behind you.

As you return the crayon, you glance down to see the colored spot. If you hold your hand up, no one else will notice it.



Partly unwrap crayon and mark back of hand



Return crayon and note colored spot

Powerful Penny

Here's a quick coin "catch" that is very effective. Ask a friend to show you the coins in his pocket. Pick out a penny, as you make excited mutterings, and say that it is a very special penny.

Of course, you won't be believed, so you must call several people together and tell them to secretly decide for one of them to hold the penny tightly in his or her fist while you are out of the room.



The selected person must then hold his or her fist up to the forehead, and count slowly to twenty. This done, *everyone* must extend their clenched fists in a line ready for your immediate return.

You will easily be able to select the fist containing the coin. Now, perhaps your audience will believe the penny is "special."

Of course, there's a very simple reason *why* you know which hand holds the penny. Remember it was held up in the air? Well, after the count of twenty, you return to look for the hand that has paled!

Stretching Circle



First of all, you must have a small pair of scissors (nail scissors will do perfectly), a sheet of paper, a cent, a quarter, and a pencil.

Now invite everyone to watch closely. Cut out a three-to-four inch square from the paper sheet. Place the cent in the middle and trace its outline with the pencil. Then carefully cut out the small circle (this is where the *small* scissors make it easier). Thus you are left with a paper square containing a hole large enough to allow the penny to pass through it easily.

"But can anyone make the quarter go through the hole without tearing the paper?" you inquire.

The reply will be nothing more than several puzzled faces. After all, it would seem impossible!

You, however, are up to it. Simply fold the paper in two, so that the crease passes through the diameter of the hole. Next, put the quarter into the fold of paper, so that it is partly seen through the hole.

Holding the paper as in Fig. 3, pull it gently upward and inward.

The larger coin will drop right through the hole without any damage to the paper!

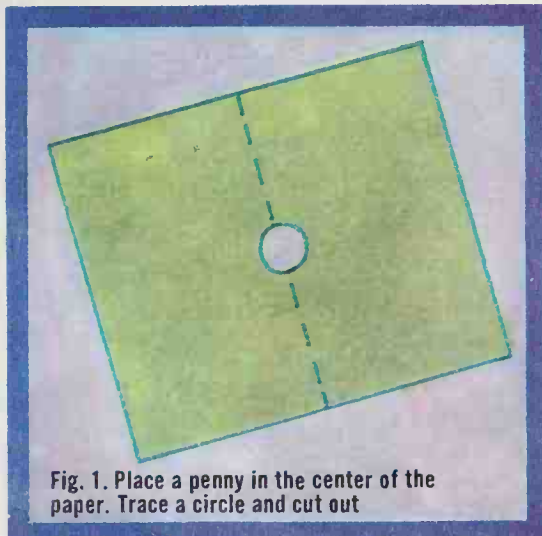


Fig. 1. Place a penny in the center of the paper. Trace a circle and cut out

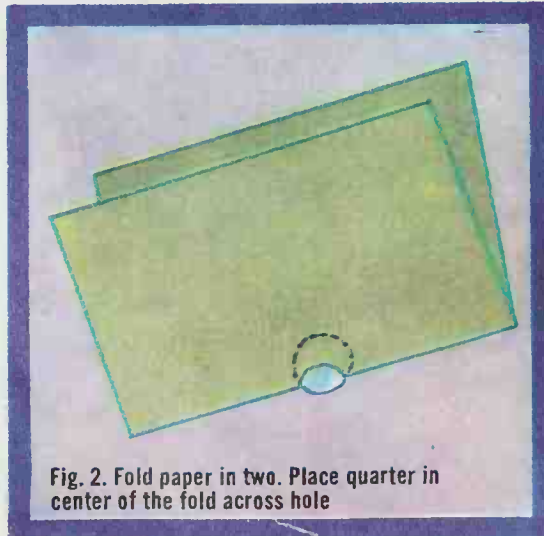


Fig. 2. Fold paper in two. Place quarter in center of the fold across hole

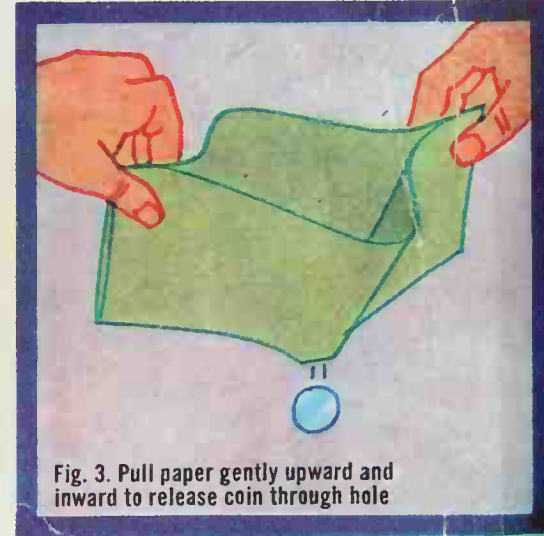


Fig. 3. Pull paper gently upward and inward to release coin through hole

Sticky Coin



Wax or adhesive on the fingertip will remove coin easily from forehead



Despite hard shaking, there's no coin to shake off!



How many times have you put your hand into your pocket or purse thinking you have change left, when in fact you haven't?

Well, here's a simple "illusion" trick that will make your victim think he still possesses a coin after you have removed it.

To find the most suitable volunteer, ask every member of your audience to shake their head. Whoever does so the most rigorously will be the perfect accomplice.

Now moisten a cold nickel, and ask your volunteer to close his eyes. Everyone else will watch as you press the coin firmly to the center of his forehead. You say that you have added a little paste to the coin to help it stick in position.

Actually, you have a small piece of wax or adhesive on the tip of your finger to remove the coin gently again, without your accomplice knowing.

Tell him to open his eyes, keeping his hands to his sides, and shake the coin free by wagging his head once more. If people will hide their smiles, he'll probably shake for quite a while before it dawns on him that there is no coin to fall free! Because of the pressure applied in the first place, your friend will still have the sensation of the coin remaining in place.

Measuring Mystery

"TRICK" TRICKS



Before you begin, you will need to find three dice.

All set? Then sit down at the table and tell your friends to watch carefully.

Place the three dice in a row. While everyone's gaze is fixed on you, pretend to be extremely precise about moving the dice to within about an inch-and-a-half of each other. To press home the point, appear to make minor adjustments, stressing the importance of getting the space between each one just right.

Stand up, and announce that the first person to indicate which two dice are farthest apart (without using a ruler) will win a prize.

Your prize will be quite safe! After everyone has puzzled for several minutes, just point out that the answer must be the two dice at either end! Easy, isn't it?



Fingertip Touch

No one likes throwing money away. So if you've still got that nickel handy from "Sticky Coin," you can now demonstrate how it would be *impossible* to let the coin slip from your grasp!

If the same volunteer has stopped shaking his head and would like to help with this more "dignified" trick, ask him to place his hands together, so that his open fingers and palms are facing each other. (See Fig. 1.)

He must now bend both middle fingers inward, as shown in Fig. 2. While he continues to keep his hands pushed hard together in this formation, you slip the nickel between the tips of his third fingers. (See Fig. 3.)

Incredible as it may seem, however hard he tries, he will not be able to drop that coin, provided his hands stay in that position!



Fig. 1. Place hands together as shown



Fig. 2. Bend both middle fingers inward



Fig. 3. Place coin between third fingers

Vanishing Coin

Remember the wax or adhesive you used in "Sticky Coin"? Well, if you have any left, it would be ideal. If not, a little chewing gum will do the trick.

Stick the substance on to the nail of your middle finger while no one is looking. Hold up a dime in one hand, and show the open palm of your other hand to prove to your audience that everything is fair.

Of course, you don't show the back of your hand with the adhesive.

Placing the coin into your hand, you announce that when you open your fingers again, the money will have disappeared!

The secret lies in the fact that when you close your hand, you make sure that the adhesive on your nail attaches to the coin. If you spread out your fingers quickly enough afterward, no one will see the coin stuck to your nail.

You'll probably have to hold up your hands again to show they're empty. If you keep the palms facing the audience, you will be the only one to know what has happened to the coin.



Position coin in hand as shown, ready to stick onto nail when hand is closed



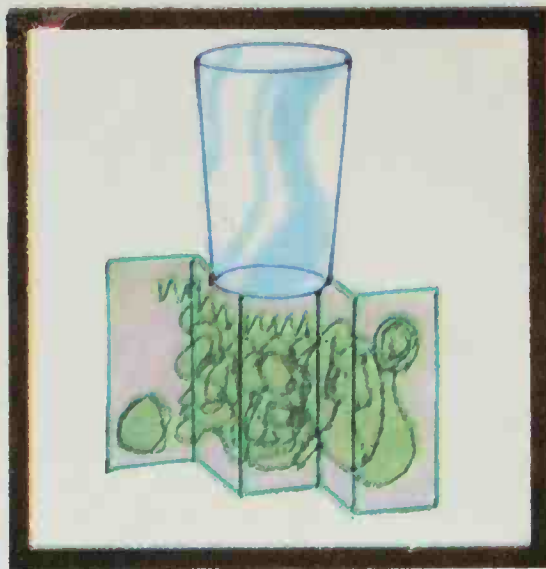
Show empty palm to audience. Coin stuck to nail is hidden from view.



PAPER PUZZLERS

Balancing Bill

Announce to your audience that you can balance a glass on the edge of a dollar bill. All you do is fold the bill into five equal parts, then place it on the table. Next, just put down the glass *carefully* onto the edge of the bill, as shown in the illustration.



Slippery Money

Hold bill between thumb and forefinger. Volunteer has fingers ready as shown



You will need some paper money for this trick — say, a dollar bill.

Hold the bill lengthwise and downward, between your thumb and forefinger, as in the illustration. Now ask a volunteer to put his same fingers on either side of the bill, at about the center, so that he is not quite touching it.

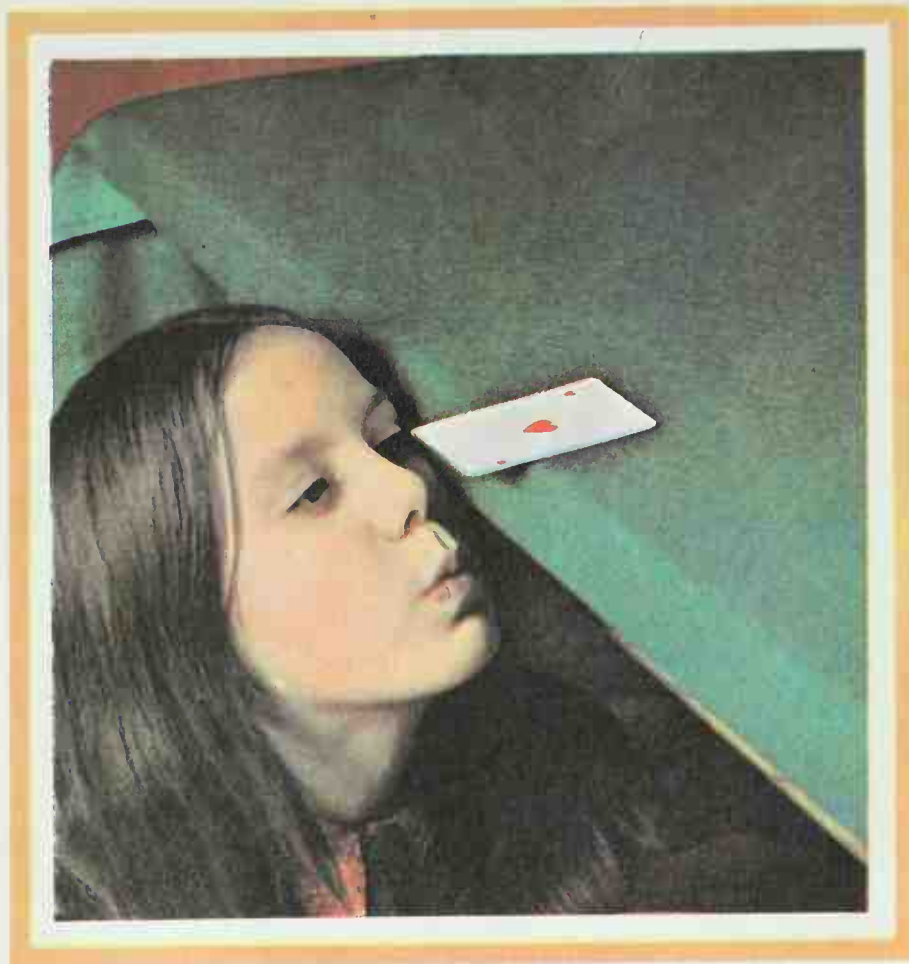
Then announce that your volunteer can keep the bill, if he can catch it. When he thinks he is ready, release the note *unexpectedly!* It will be impossible to stop it from falling to the floor.

Try it and see — but make sure the bill is a new, uncrinkled one.

"TRICK" TRICKS

Topsy-turvy Card

Here's another trick that needs plenty of puff, besides a playing card which you bend at two opposite corners. Put the card down on the table, and ask for volunteers to try and blow the card over on its back. However hard they blow, they will find it impossible. But YOU won't — as long as you know the secret. Blow the card gently toward one edge of the table, so that a little of the card protrudes over the edge. Now just kneel down, and blow from underneath. It couldn't be simpler, once you know the knack.

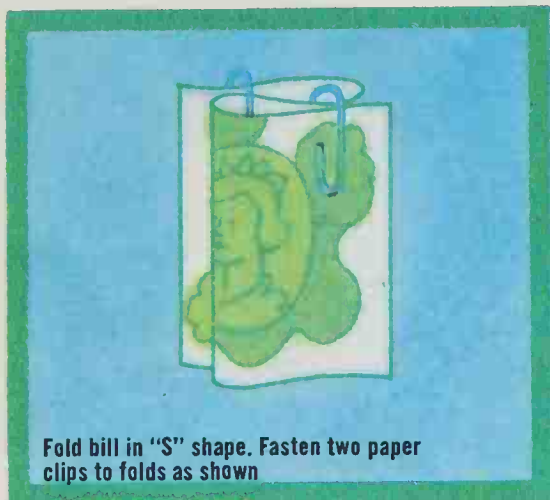


A New Twist

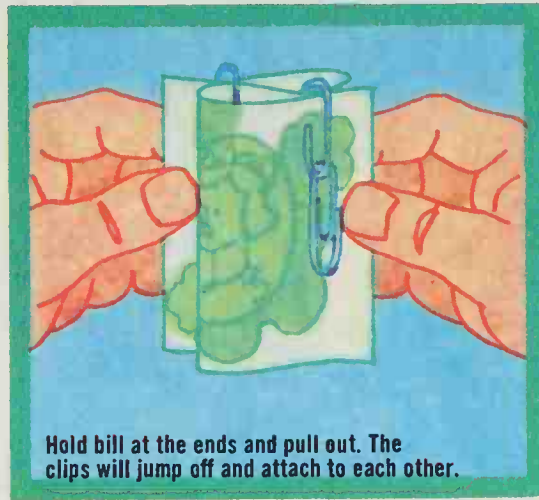
Chain Reaction

Fold a dollar bill so that its top edge takes the shape of an "S." Attach paper clips in the two positions shown. Now stand by to start a "chain reaction." Take hold of either end of the bill and pull sharply. The clips will jump clear.

When you pick them up, you will find that they have joined together! Similarly, by replacing the "pair of clips" on the bill and adding another in the Number Two position, you can build up your chain by following the same procedure as before.



Fold bill in "S" shape. Fasten two paper clips to folds as shown



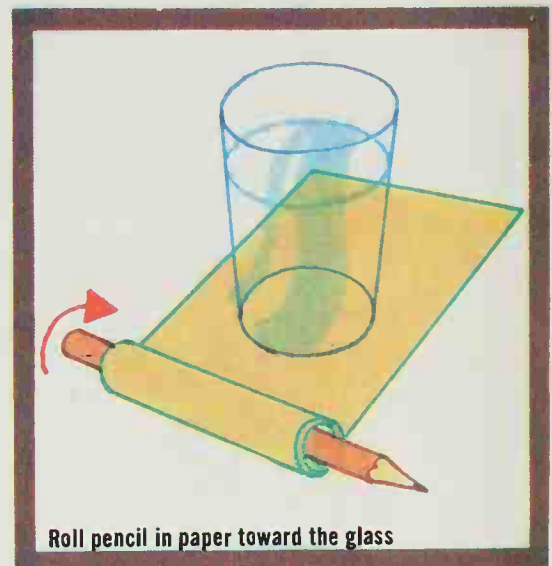
Hold bill at the ends and pull out. The clips will jump off and attach to each other.

A new, long pencil, a glass filled with water, and a piece of paper are the items you need for this quick trick.

Stand the filled glass on the paper in the middle of the table. Now offer the pencil to anyone in your audience who thinks he or she can remove the glass from the paper — but without touching the glass with the pencil.

It's unlikely that you'll find a volunteer, so you'd better show everyone how it's done. Just roll up the pencil in the paper, and gradually the glass will be pushed clear.

Only the paper, wrapped around the pencil, touched the glass edge! To make the trick work smoothly, make sure there is no cloth or other covering on the table surface.



Roll pencil in paper toward the glass

"TRICK"
TRICKS

Pushing Problem

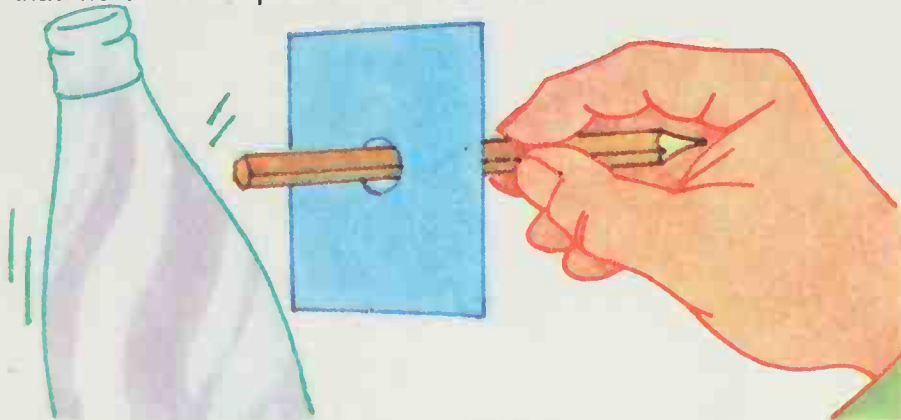
You want to make a bet! Is anyone in the audience willing to take up the challenge?

Taking a pencil out of your pocket, point to an empty bottle which you earlier placed on the table in front of the audience. Also on the table is a small square of paper in which you have cut a half-inch-wide hole. (Get someone in the audience to check the size.)

Now say that you'll bet anyone you can push the bottle through the hole without tearing the paper.

"I'll bet you can't!" is likely to be the only reply. Tricky as it sounds, you can easily prove the point and win the bet.

Remember that pencil? Well, just keep one end in your hand, pick up the paper and put part of the pencil through the hole, so that the other end pushes over the bottle!



Crazy Count

Pull out a piece of paper from your pocket and tear it into three. Then screw each third up, to make a little ball. This done, place the three balls on the table, and ask everyone to watch carefully.

Pick up each piece of paper, and count "one, two, three" as you go. Next, say "four, five, six" as you put the three balls down again.

All well and good, but this is where the mystery lies: pick up one ball again, and count "seven" aloud. *Touch* the middle ball, adding "eight" and push it aside. Then push away the final ball on the table, counting "nine." But even as you do, quickly put down the piece of paper in your hand, and as that completes

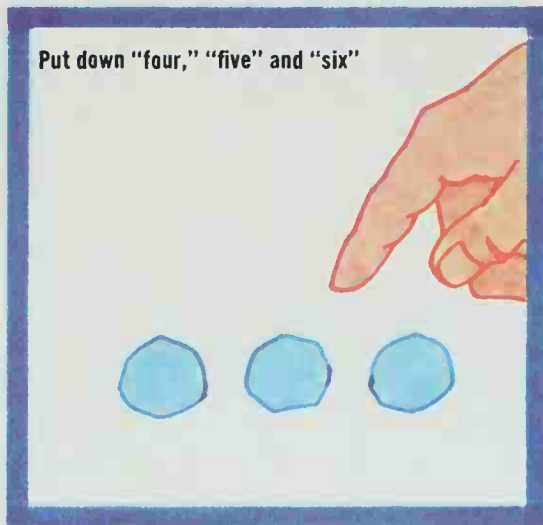
the trio on the table, you count "ten"! Simply make sure you're quick about it.

Now it's up to a mathematician in the audience to put you straight. But you'll generally find that however many times you count the figure "ten," when it comes to someone else's turn, the count will only reach "nine."

The trick lies in the piece of paper which you pick up, as you say "seven." Actually, you count this piece *twice*, for as you replace the ball of paper on the table, you say it is number "ten."

To keep your friends puzzled, always pick up the three balls and hand them over to any volunteer before he or she starts.

You could have your friends fumbling over their adding-up, too!



Know the Name

The only equipment you need here is a pencil and paper, a medium-sized bag or other simple container, and a scarf.

Fold the paper into three equal sections and ask for three volunteers — two boys and one girl. Passing the paper to the first boy, ask him to write his first name in either of the two *outer* sections of the creased sheet. Then get the second boy to do the same, using the other *outer* section.

Now ask the girl what her name is, and write it in the central section. You add that her name is so pretty you would know it anywhere!

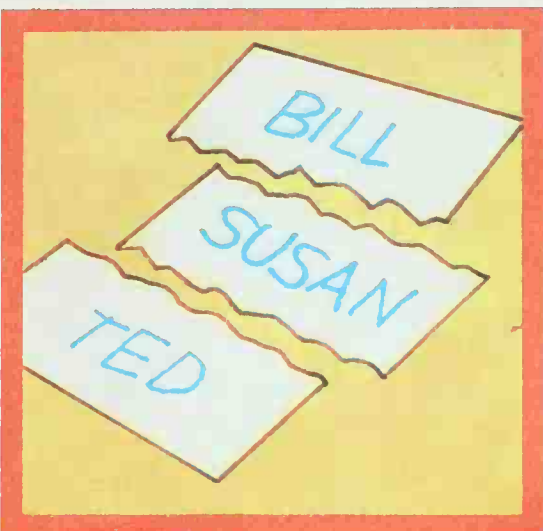
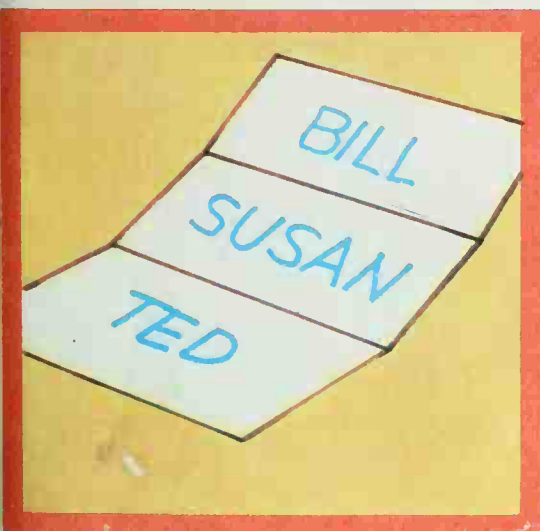
Here's how you prove your point. . . .

Tear the paper down the two folds made earlier, so that each name is on a separate piece. These you fold up and put into the bag which you hand over to another volunteer.

Right! Everything is set once you are blindfolded by a fifth member of the audience.

When you put your hand into the bag and pull out the correct piece of paper containing the girl's name, you will probably hear murmurs to the effect that it was just luck. If so, repeat the trick, perhaps this time using two girls and a boy, just to show you're not relying on luck.

What you are relying on is the fact that, provided the name you are hunting for is on the center piece of paper, there are two rough, torn edges to that section to "feel" for — as against only one on either of the other pieces.



Cutting the Lady in Half

Before you begin, start by reassuring your audience that *this* time, you don't need a volunteer!

Instead of a saw or sword, all you need is a pair of scissors and a long, thin envelope, preferably colored so that it's not at all transparent. The envelope must contain a secret slit, which you have prepared beforehand. (See Fig. 1.) Of course, you mustn't forget the lady, which can be a cutout from a magazine or drawn by you and then stuck onto thin, pliable cardboard. (It must fit snugly into the envelope.)

Now announce you are about to make the snip of the century! Holding the envelope horizontally with its back (and slit) toward yourself, start to slide the lady—head first—into the open end.

Although your audience can't see this next move, you must make sure that her head reappears out of the back *through* the slit. (See Fig. 2.) From the front, it appears that the lady is still inside the envelope.

Carefully fold back the lady's head and torso and tuck it under your thumb, while you reach for a pair of scissors with the other hand. (See Fig. 3.)

Now cut the envelope as close to the unseen slit as possible, so that half the envelope falls to the floor. Pick it up again and hold the two pieces together. Then, to everyone's amazement, you pull out the lucky lady *in one piece*. All you have done is release her torso from under your thumb, and allowed her to straighten up. (Fig. 4.)

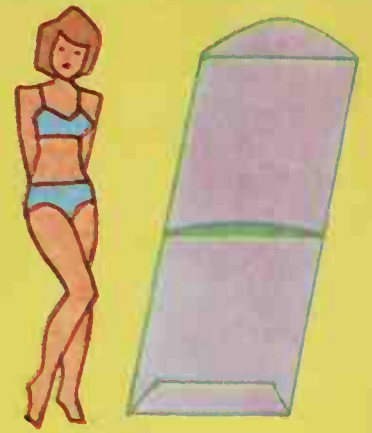


Fig. 1. Slit back of envelope

Fig. 2. Slide "lady" into envelope and pull top half out through slit at back

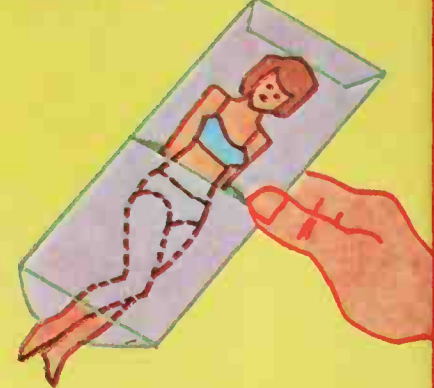


Fig. 3. Fold back and hold with thumb. Cut envelope in half, close to the slit

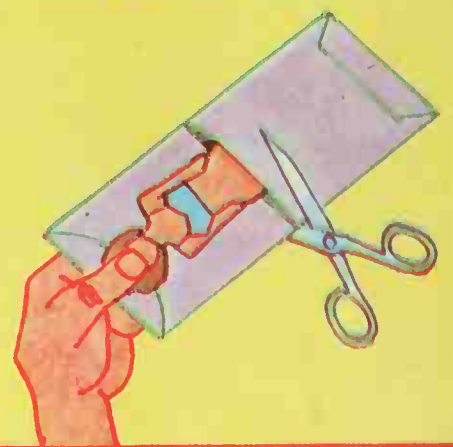
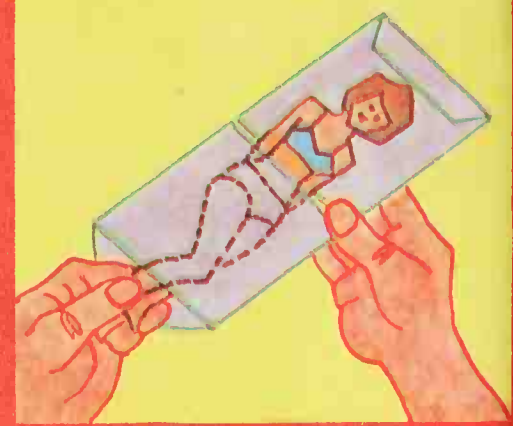


Fig. 4. Place halves of envelope together. Release folded "lady" and pull out



Thirsty Work

"I'm feeling thirsty!" you announce to your friends, producing a glass filled with water. But before you start drinking, you place the glass on the table and cover it with a large handkerchief. Then you say that, as you are a magician, you will swallow the contents of the glass *without touching the handkerchief*.

You then crouch under the table and pretend to drink the water from underneath. As you stand up again, wiping your lips, you tell everyone your drink has quenched your thirst.

The chances are that no one will believe you.

"Look for yourselves," you reply.

Some more inquisitive spectator will certainly do so. And as he removes the handkerchief, you quickly pick up the glass and drink the contents. When you've finished, just point out that **YOU** didn't touch the handkerchief at all!



Place a glass of water on the table and cover with a handkerchief



With cover removed, drink up!





Picking the Pieces

Here's a trick that requires no "props" or preparation, except for a quick briefing with your accomplice.

Announce to your audience that you have instilled your power of thought into your co-partner, so that you can read his or her mind.

This is how you make your demonstration. Leave the room, while your helper asks for any item in the room to be selected — such as the television set.

When you are called back into the room, your accomplice says: "One object in here has been specially chosen by everyone. I am thinking of it now. You must tell me what the object is."

Then various *other* articles are pointed out by your accomplice. But you remain silent until the television set is mentioned by your partner.

"That's the selected object!" you proudly announce.

How do you know? It's very simple. There is no need to make secret signals between the two of you. Earlier, you arranged a special code.

For example, it could be that your accomplice would point to the right article thirdly. If you plan to repeat the trick, it could be the fifth object. All you have to do is remember the code!

Of course, there are all sorts of different arrangements which would work as well, such as the correct object always following immediately after the first red one picked. It's up to you. But, certainly, your audience will think you a "master of the mind"!



Magic Kings



All you require for this trick are the four Kings from a pack of cards and X-ray eyes — at least, that's how it will seem to your audience!

There are, of course, many card tricks, but this one calls for no practice and is as baffling as it is easy to perform.

The four Kings are placed in a row on the table. Before you leave the room, you tell your friends that they are to turn around just one of the cards. Then, when you are called back into the room, you will be able to point out the card that has been touched — even though all court playing cards are identical at either end!

Don't panic! The answer is quite simple, for most cards are not printed with 100 per cent accuracy. You may find that on the King of Clubs, for instance, the *small* Club depicted beneath the capital letter "K" is not exactly the same distance from the card's outer edge at either end. There will be a fraction of an inch difference — enough for you to notice, provided you know what to look for!

So arrange your four cards with the irregularity in each case at the top of the card. If one card is turned around, the pattern is broken. The card with the irregularity at the *bottom* stands out as the one your friends decided to move.

Ace Aim

Before your audience, place a hat or stiff basket — whichever you choose — on the floor, at your feet. Then deal off, say, half a dozen cards from a pack.

Now challenge your onlookers to some target practice. Announce that you could drop every card — one after the other — into the container from shoulder height, without missing once!

There'll probably be a rush of sharpshooters who think they could do as well. *So let them go first!*

The chances are they will all be in for a shock — for they'll almost undoubtedly hold the cards vertically between thumb and forefinger. As each card falls, it will suddenly start to move off course.

Once everyone has given up, you show how it's done. Instead of holding the cards "edge down," you hold them horizontally. When your hand is over the container, release the cards, one at a time. If a card is dropped flat, it will land on target every time.

Try it and see!



Fingertip Feeling

Now announce that you intend to make another demonstration of accuracy — but, this time, in a different way.

Tell your audience that you have such a fine touch that you can identify any card by *feeling* it, even though the *back* of the card faces you.

No one is likely to believe you — but then you appear to prove your point.

Pick up the pack and “fan” the cards toward the audience. Ask someone to select any card, while you turn away.

Once he or she has made a choice, ask for the card. Take it back toward you — in your *right* hand. (See illustration.)

By now everyone will be watching you very closely, so you must be careful. Appear to rub the surface of the card with your other hand, adding that if you concentrate you can define the shapes of the card’s suit and number.

In fact, you gradually bend the card inward. You say this helps.

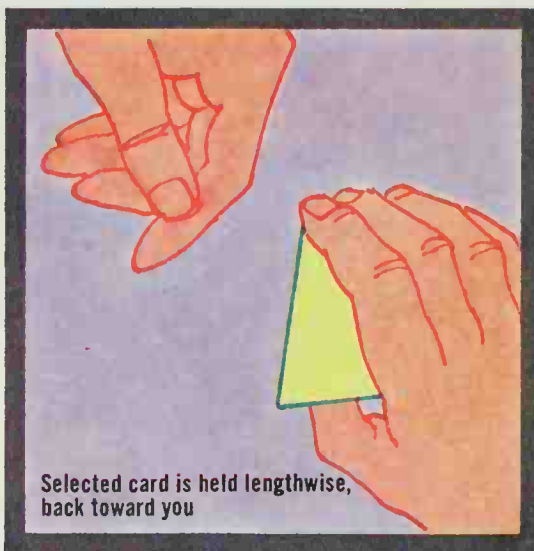
It certainly does, too — but in a very crafty way. If you take a passing glance at the card’s bottom left-hand corner, the face will have been bent sufficiently for you to see the card’s identity!

Once you know this, ease the card straight again, and still continue the pretense of “feeling” the surface.

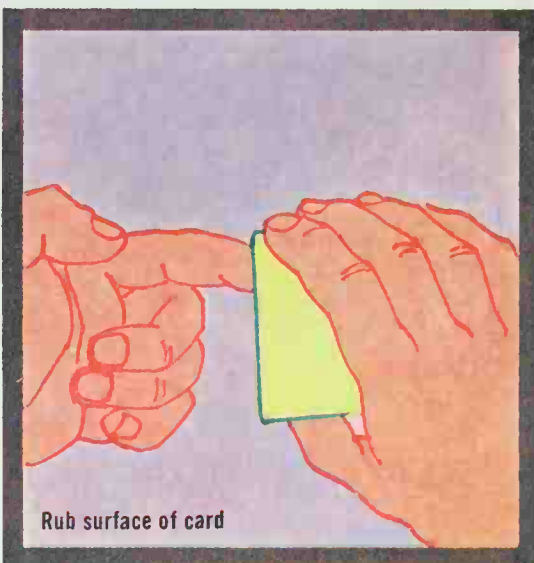
Then close your eyes completely for extra effect. When you call out the card’s correct identity, your audience will truly believe that you have the magic “touch”!



Fan cards and invite someone to select card



Selected card is held lengthwise, back toward you



Rub surface of card



Bend card to see index



Checker Out!

Start with, say, four checkers and pile them one on top of the other. Now ask your audience if anyone can remove the bottom checker using nothing more than a ruler, which you hold up.

Add that *only* the ruler may touch the checkers. That'll probably baffle any likely volunteers, so you'll have to demonstrate how it's done.

on top of the other. Now ask your audience if anyone can remove the bottom draught using nothing more than a ruler, which

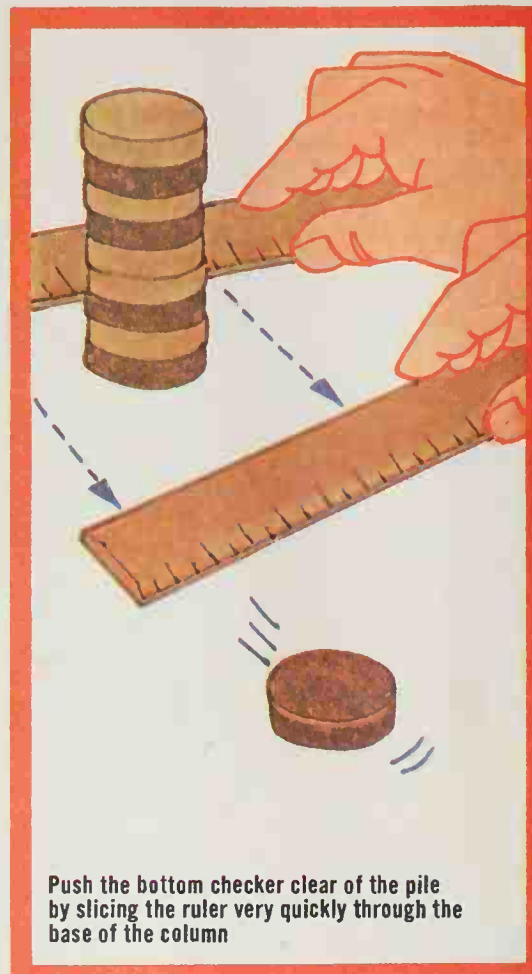
Lay the ruler flat on the table a few inches away from the pile. Place the fingers of one hand on to the end of the ruler. Then, *very quickly*, slice the ruler across the bottom of the column.

You'll find that the bottom checker is knocked clear, leaving the others still balanced.

Practice in private, first of all, and you'll probably be able to use six or seven checkers. Obviously, the greater the number — the greater the effect!



Place a ruler a few inches from the checkers. Hold with one hand as shown



Push the bottom checker clear of the pile by slicing the ruler very quickly through the base of the column



Hole in the Hand

Ask everyone to open their hands and hold them out for inspection. Pretend to look carefully at each hand, in turn. But just pick any one you like and then appear to be surprised.

"You have a hole right through your hand!" you announce. Everyone will rush to have a look. But, naturally, they won't see the hole.

By this time your victim will be laughing, too. You will, however, be ready for a demonstration. Just roll up a piece of paper about a foot in length, so that it forms a cylinder with a diameter of, say, one inch. Clip the paper in place at the ends, or put an elastic band around the middle. (See Fig. 1.)

Announce that as only you possess this magical power of secret sight, you have a special tube which will enable the "victim" to discover the hole in his hand.

Pass him the rolled piece of paper, which he must hold horizontally up to his right eye. Tell him to place his left hand *against* the tube, about two-thirds from the far end. (See Fig. 2.)

You'll find he won't laugh at you — as he will clearly see a hole through his hand. Of course, both you and your victim know it's an optical illusion. But just wait for the puzzled expressions when he announces to everyone that you were right!

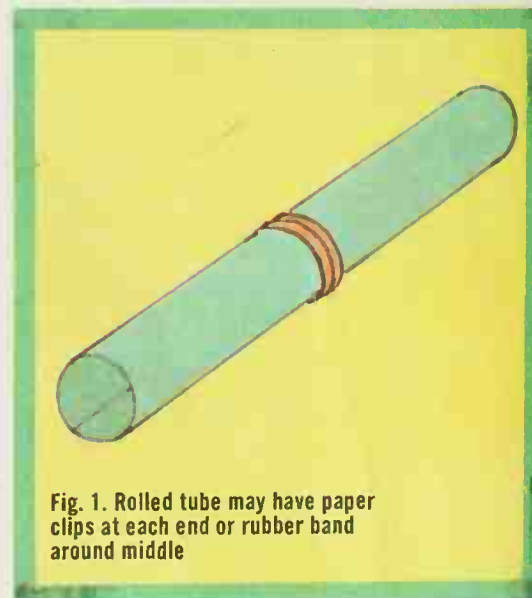


Fig. 1. Rolled tube may have paper clips at each end or rubber band around middle

Magnetic Rule

Not only are you a clever magician, but you have a magnetic personality. And if your audience doesn't believe you, here's a trick that will prove them wrong! Actually, the trick comes in two parts. You can either settle for the first demonstration or complete both for *double* the effect.

PART ONE

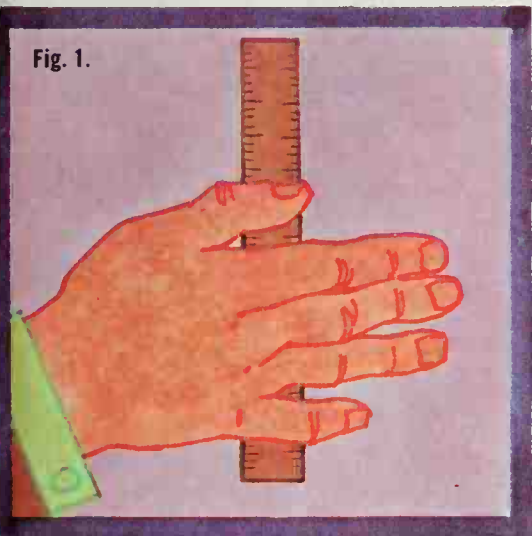
Take a twelve-inch ruler, preferably a wooden one, and ask your audience to inspect it. When everyone is convinced there are no hidden gadgets on it, announce that you can build up enough magnetism in your hand to make the ruler stick there and defy the law of gravity!

Placing the ruler in your left fist, put your right hand around your wrist.

"One, two three..." You slowly count to five, explaining that you are waiting for the magnetism to build up. Then gradually open your fist, which is held upright, keeping your other hand in position.

Even after your left hand is fully open, the ruler will not fall to the floor. (See Fig. 1.)

In fact, if you look at Fig. 2, you will see that the ruler is cleverly supported.



PART TWO

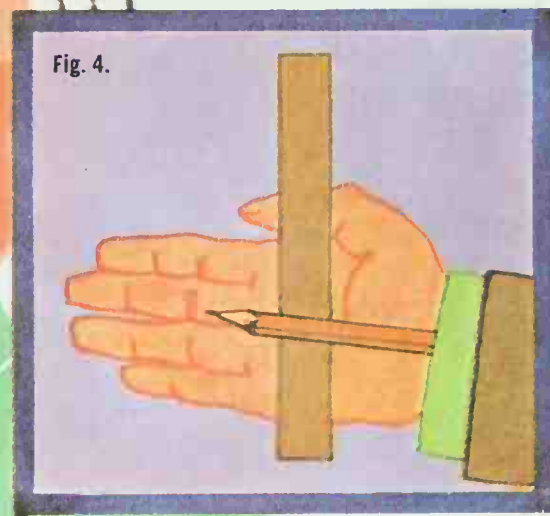
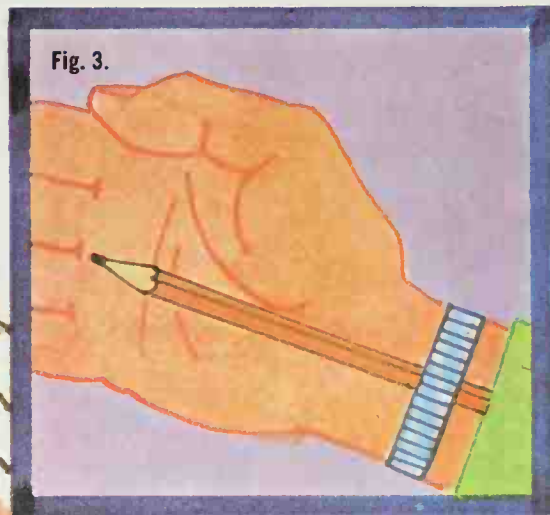
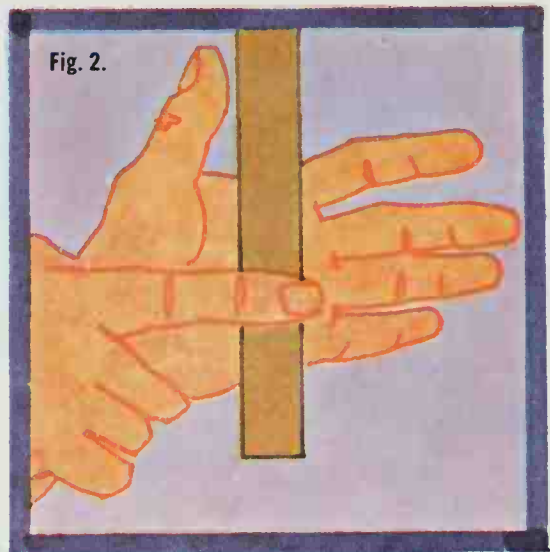
If you're all set to try this part, you'll need to be wearing a long-sleeved shirt or sweater and an expandable watch-strap or bracelet. Before you begin, you secretly tuck a pencil up your arm.

It is possible that if you keep your second hand in position long enough, some bright spectator will realize you're using your index finger to hold the ruler.

This is where he eats his words! Turn around, pretending that you need to concentrate to build up more magnetic power. Quickly pull down the pencil, so that it is held under the bracelet or watch strap. (See Fig. 3.)

Then adjust the ruler slightly so that it is tucked between the pencil and the palm.

When you turn around again, you hold up your right hand, proving that it is not being used. No one will guess that the pencil has taken over! (Fig. 4.)



Mark of Mystery

First of all, you will need a couple of spent matches.

On the palm of one hand draw a black cross, using the end of one of the matches. Once your audience has clearly seen it, you then rub out the mark while everyone is still looking.

Now turn over the same hand. Sprinkle the dust from the tip of the other charred

match onto the *back* of the hand. Begin to rub gently with the forefinger and — to everyone's amazement — the cross will reappear, apparently rubbed RIGHT THROUGH the hand!

The secret is to mark a cross on the back of your hand in advance, using a little clear wax — a white crayon or candle will do. The carbon granules stick to the invisible wax. Thus, as you start to rub more firmly, the black cross forms — exactly like the one you erased.

Even showing your hand first for inspection will not reveal the prepared cross in "invisible" wax.



Match Magic

Before you demonstrate this piece of matchstick mastery, you'll need to do a little preparation in secret.

First of all, remove one match from a small box of matches and break it in two near one end. Judge the remaining length so that when you wedge it crosswise in the drawer, on top of the other matches, it prevents them from falling out. (See Fig. 1.)

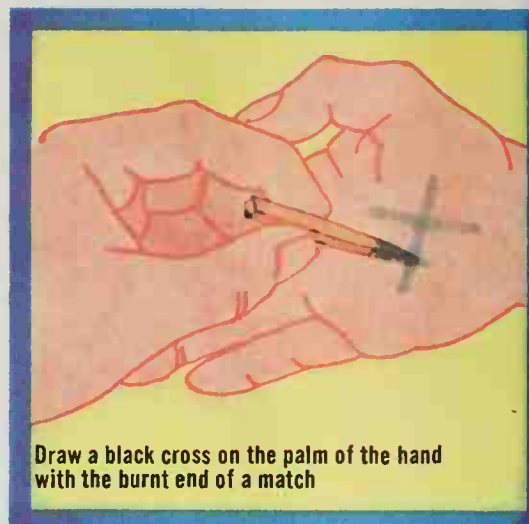
Now just slip the prepared drawer back into the box, and you're ready to go. . . .

Hold up the matchbox and rattle it to prove to your audience that the matches are loose within — as usual.

Open the drawer so that you can take out a match. Now move the match in one direction around the matchbox, which you turn upside down.

Afterwards, open the drawer a little more — with the matches inside facing downward — and remove it completely from the lid. The contents will *not* fall out. Obviously, the "supporting match" will hold the others.

As you hold the drawer between forefinger and thumb (see Fig. 2), move the single match in the *other* direction around it, pushing the drawer between your two fingers at the same time. You will find that the sides of the box will bend slightly to release the "crosswise match" — and the whole lot will fall to the floor! (See Fig. 3.)

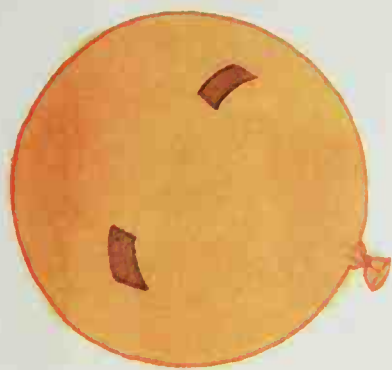


If you prefer, you could invite a member of the audience to call out the time when he or she would like the matches to drop!

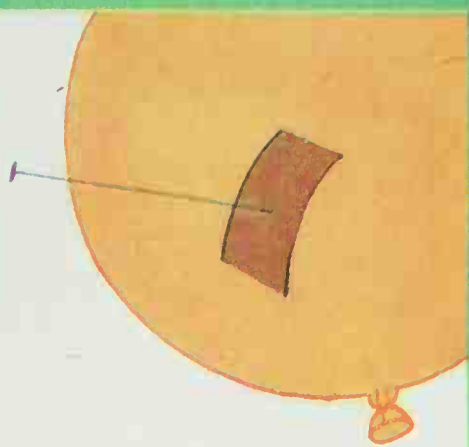
You see, you can control gravity — or so it seems!



Unbreakable Balloon



Attach pieces of transparent tape onto the balloon



Slowly insert a hatpin into the center of each piece of tape.

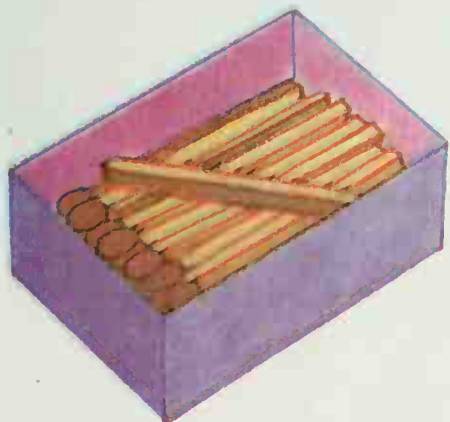


Fig. 1. Wedge length of match crosswise on top of matches to hold them firmly

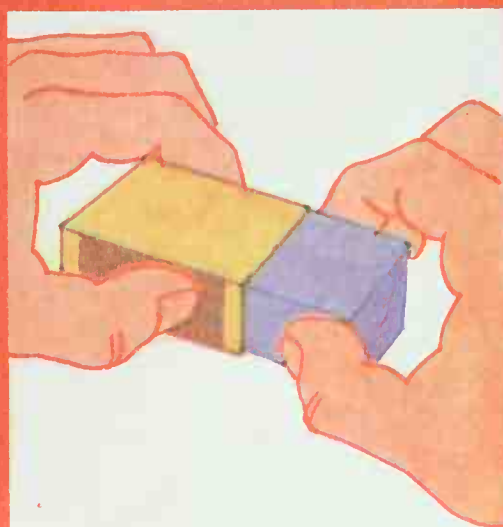


Fig. 2. Remove drawer from lid, holding it between forefinger and thumb

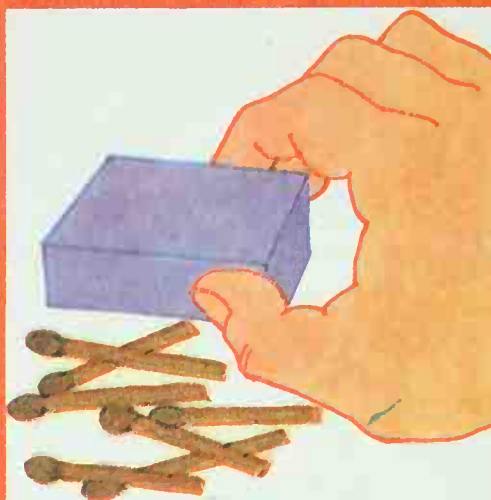


Fig. 3. To release crosswise match, squeeze drawer between two fingers

Parties and balloons go together. Has anyone ever crept up behind you at a party and stuck a pin in one to give you the shock of your life?

This trick demonstrates that it is possible to push a pin — or more than one, if you like — into a balloon *without* it bursting!

Impossible? Read on, and see how it's done.

Before joining the other party revellers, blow up a balloon, making sure it is not too tightly inflated. (This means that the surface will "give" a little if you push it slightly.)

After tying a knot in the end, cut off one-inch-squares of transparent tape from a roll. You'll need one square per pin.

Gently stick the squares *smoothly* onto the balloon, but see that there are no crinkles.

Inflate another balloon, and put a couple of hatpins in your pocket. You are now all set to perform your trick.

Pick out the biggest and bravest on-looker and give him the second balloon, saying: "I dare you to stick these two pins into it!"

If he accepts, stand by for a "bang!"

When everyone has recovered, say you have magical powers as a magician — and can prove it!

Holding the balloon containing the two tape squares — which will not be seen by the audience — you slowly insert one hatpin directly into the center of each piece of tape, so that the pins penetrate the rubber surface immediately below.

When fingers are removed from ears, and eyes opened — mouths, too, will open in amazement, for the balloons will not have burst!

Extra Strong Straw



Gather your friends around and say that whoever can lift an empty pop bottle clear of the table can have the drink. But they must *only use the straw* placed through the neck of the bottle — no hands allowed!

That should stump everyone — except you! Make a bend in the straw, about

four inches from one end. Push that “doubled-back” end through the bottle neck, and the crease will open out slightly. Just enough, in fact, to support the bottle as you lift it into the air, holding onto the other end of the straw!

Enjoy your drink — you’ve earned it. Now sit back and listen to the applause!

Matchbox Mystery

First of all, find an empty matchbox in which you place a few spent matches. Attach the box, by means of a rubber band, around your *right* arm, as in Fig. 1. Then put on a long-sleeved sweater or coat to hide it from view.

Then place three *empty* matchboxes, side by side, on the table and call in your audience.

“One of these boxes contains some matches,” you explain. Demonstrate by picking up the first box and shaking it with your left hand. Of course, there

won’t be a sound. While you are putting it down again, lift the next box with your *right* hand. As you shake it, the concealed box and spent matches under your sleeve will rattle. Your audience, though, will naturally believe that the box in your hand is responsible for the noise.

After lifting the third box with your left hand again, so that it is silent, you invite volunteers — one by one — to point out the “full box” on the table.

Every time a box is selected, you simply hold it in your left hand so that no noise is made. But when your volunteer wants to know which of the other two contains the matches, you pick up either box in your *right* hand, to bring the concealed matchbox into play. (Fig. 2.)

Mix the three boxes around before each volunteer makes a choice.

You’ll have everyone baffled for hours, provided no one is tempted to open all three boxes at once!

Fig.1. Attach matchbox to the right wrist with a rubber band



Hunt the Thimble

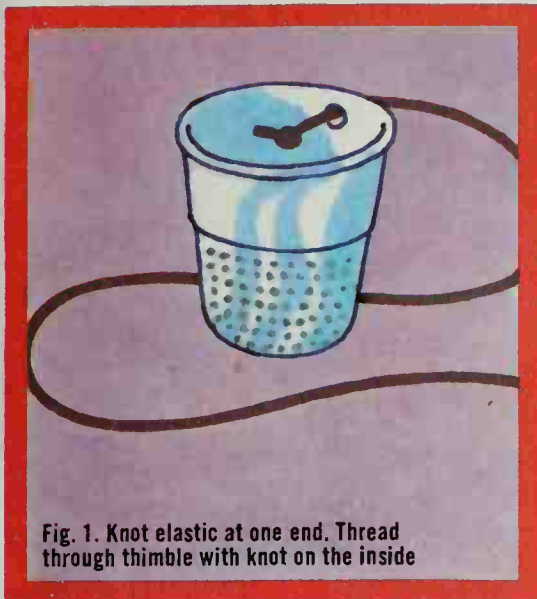


Fig. 1. Knot elastic at one end. Thread through thimble with knot on the inside



Fig. 2. Attach a safety pin to the other end of elastic, as shown here

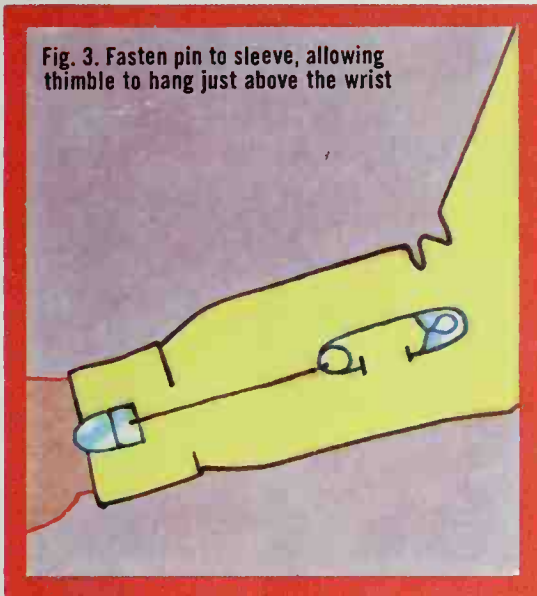


Fig. 3. Fasten pin to sleeve, allowing thimble to hang just above the wrist



Fig. 4. Close palm to release thimble. It will then travel up the sleeve

A thimble vanishes before the eyes of your audience, only to reappear magically in a different position!

It really *does* sound mysterious, doesn't it? But if you make all the secret preparations, you can demonstrate the case of the nimble thimble very easily.

Firstly, you will need two *identical* thimbles, one of which has a tiny hole drilled in the side, near the base.

You'll also need a safety pin and a piece of thin black elastic.

Make a small knot in one end of the elastic, then thread it through the hole in the thimble, so that the knot is on the *inside*. (See Fig. 1.)

Attach the safety pin to the other end of the elastic by tying a second knot. (See Fig. 2.) Now clip the pin to your sleeve, so that as your arm hangs at your side, the thimble drops just above the wrist. (See Fig. 3.)

You must put on a jacket to conceal the elastic and pin. This done, hide the *second* thimble in the back of the jacket collar.

You may now approach your audience, stretching the elastic so that the thimble up your sleeve moves down to be placed over your index finger.

Hold up your hand with the *back* toward the audience. They will see the thimble but not the thin line of elastic. Say that, as you close your palm, by concentrating hard, you can make the thimble move magically to another part of your body.

Everyone will laugh — all the better. As you bend your index finger inward, the thimble will fly up your sleeve again. (See Fig. 4.)

Then appear to be thinking.

"I've got it!" you suddenly cry. "The thimble is behind my neck!"

Pick out the most doubtful-looking volunteer and ask him to look in your jacket collar, where he will find the thimble.



Fig. 2. Shake "full" matchbox with the right hand to bring hidden one into play



Straw Awe

Beforehand, find a length of cotton thread (several feet long), a needle, and a pair of scissors. Then, while your audience is watching, you appear to pick out any straw from the remainder in the packet (note that the straws should be of paper and *not* plastic). In fact, the straw has also been specially prepared, for it must contain a slit — about one-and-a-half inches long — in the center. A razor blade is the best thing to use for this, but be extremely careful! The straw should have a tiny mark at the top, so that you can identify it easily.

Now you look around to find the first two people who have finished their drinks. They can be your volunteers.

Ask one person to thread the needle, then get the other one to pass the needle through the straw. After this, each volunteer must hold an end of the thread which, when taut, will support the straw horizontally.

"I will cut the straw in half," you announce, "without damaging the thread!"

Once all eyes are upon you, you simply bend the straw slightly *downward* above the slit, which must face the floor.

Then carefully but quickly cut through the straw, while the cotton thread is below it. Then push the two parts away from each other. To the audience's surprise, both pieces of straw will remain on the thread, proving that it could not have been cut! Or — was it restored?



Slit the paper straw with a razor blade



With the slit toward the floor, bend straw downward and cut above thread



Escaping Handkerchief

Beforehand, drill a hole into the side of a plastic glass. The hole should be about three-quarters of an inch in diameter — but take care that the glass doesn't split.

This done, you approach the audience. On a table beside you is a pitcher of water, a small, silk handkerchief, and a large cloth, plus a rubber band.

Announce that you can remove the silk handkerchief from the glass, *although the top is sealed!*

First, pour some water from the pitcher into the glass. If you keep your thumb firmly over the hole in the side, no water will leak out. Tip the contents back into the pitcher, having proved that the tumbler is intact.

Now insert the silk handkerchief, making sure that one corner pokes through the small hole. Put your thumb over both the hole and tip of the handkerchief.

Everything is set. Just throw the large cloth over the top of the glass as you hold it with your other hand.

Invite someone to put the rubber band around the cloth and glass to "seal" it.

This done, you simply stand back from your volunteer, utter the magic word "Abracadabra"—and put your free hand under the cloth to pull the silk handkerchief by the corner.

As it emerges, your audience will be amazed. It's a good trick to complete your magic show!



Drill 3/4-inch hole in plastic glass



Pour water, covering hole with thumb



Put corner of hanky through the hole



Under the cloth, pull hanky by corner



THE SHOW BEGINS



As a budding magician, you'll soon want to put on your *own* show. Here's a selection of tricks that will give you a guide to a suitable magical mixture, and an act that's bound to amaze!

Balancing Books

It's always a good idea to start your show with something simple that will cause a smile.

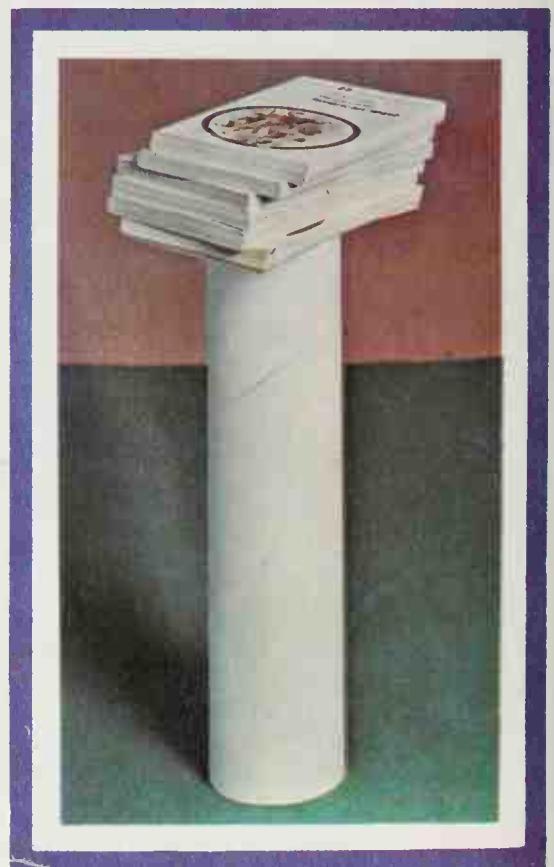
All you need to have prepared for this demonstration is a piece of paper from a medium-sized notebook, a paper clip, and about half a dozen paperback books.

Tell your audience that you can stand the paper on one end and balance the books on the other! No one is likely to believe you, especially when you pass the paper around to prove just how flimsy it is.

Here's the simple secret. Roll the paper into a cylindrical shape, with a diameter of approximately one and a half inches. Then apply the clip to stop the roll from unfurling.

Stand it upright on the table. Then, very carefully, take each book and balance them all, one on top of the other, on the roll of paper.

You'll be amazed at the strength of that paper pillar!



Seeing a Sausage

As we are nearly all interested in food, announce that every member of the audience will be given a magical sausage!

"Hold up your index fingers so that they are horizontal and *nearly* touching each other, like this . . ." you say, indicating with your own hands. (See Fig. 1.)

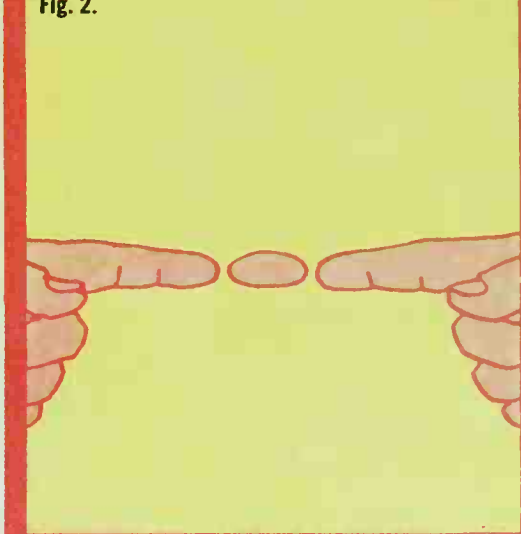
"Now just keep your eyes on the center point and bring your fingers closer to your face, at eye level." (See Fig. 2.)

As the audience follows your example, everyone will see what looks like a floating sausage before their eyes!

Fig. 1.



Fig. 2.



Multiplying Money

Make sure that you have a pitcher of water, a clear glass, and a plate on your table; all you need, now, is a little money, so you borrow a coin from someone.

Pour some water into the glass, so that it is about two-thirds full. Then drop the coin into the water, and place the plate on top of the tumbler.

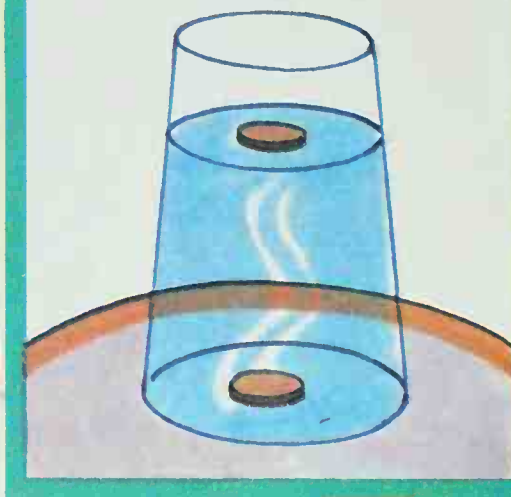
Magicians must always mutter a few magic words. So you could make up some here, and pretend to cast a spell on the apparatus.

Now put one hand squarely on top of the plate, and with the other hand, turn over the glass. (See Fig. 1.)

"Hey, presto!" you declare, and invite someone to look into the glass at a downward angle.

The spectator will be amazed to see two coins — one at the base and one apparently floating in the glass!

Fig. 1. View of plate and upturned glass, apparently containing two coins



In the Bag

Of course, your audience will think that the "Multiplying Money" trick is a clever optical illusion. But here's a quick follow-up demonstration to make them think that the second "floating" coin really is a *magic one!*

Once you have turned the glass upright again, remove the plate and pour the contents from the glass back into the pitcher.

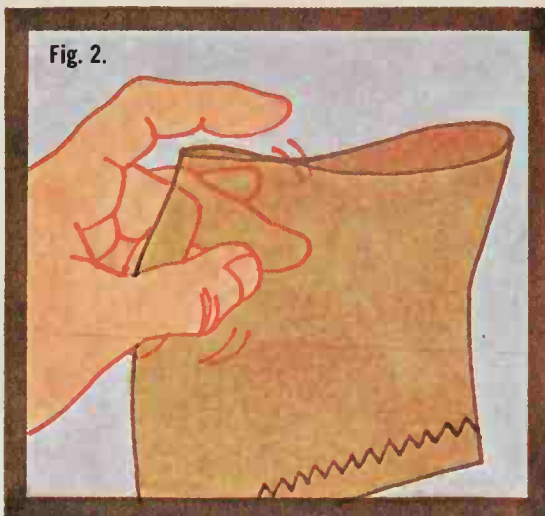
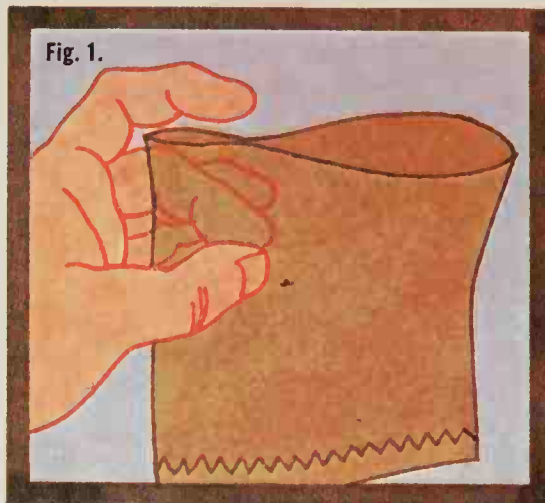
Your volunteer will say that the second coin has gone. As you fish out the original coin and return it, you tell everyone that the second coin has become invisible.

That will certainly cause some disbelief. Once again, it's up to you to demonstrate your point.

Make sure you have a paper bag available. When your volunteer has returned to his seat, say that you will pull out the invisible coin from the water pitcher, and drop it into the paper bag.

"If the coin really does exist, you will hear it fall!" you add.

Hold the paper bag between the thumb and second finger of one hand in such a way that you will be able to "click" your fingers while holding the edge of the bag. (See Fig. 1.)



Now pretend to hold up the magic coin with your other hand and then throw the coin into the air.

Everyone will gasp with amazement as you appear to catch the coin in the bag — for there will be an accompanying noise!

In actual fact, you will simply have clicked your fingers at the suitable moment. But while your onlookers are keenly looking for that invisible coin, they won't notice the "trick"!



Cork Magic

Before you throw away that pitcher of water, pour the contents into a bowl which you also have nearby. Earlier, you must find seven cylindrical corks of identical shape which you now produce.

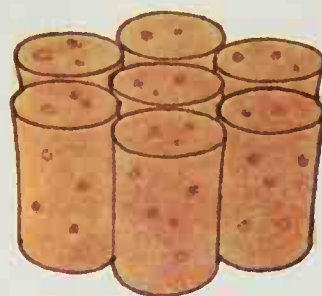
Ask for different volunteers to step forward. All they have to do is float all seven corks *upright* in the bowl.

But stand by for a few frustrated looks, because everyone will soon find out it's impossible.

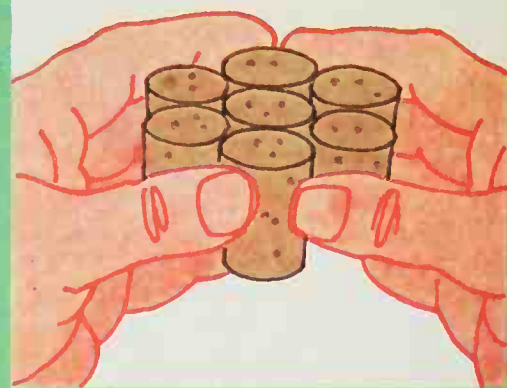
When your volunteers have given up, take the corks and stand them on the table, as shown below. Carefully pick up the entire batch and immerse them completely under water, still holding them together in the correct formation.

As you allow them to rise to the surface, gently let go. You will see all seven corks floating upright as they remain together.

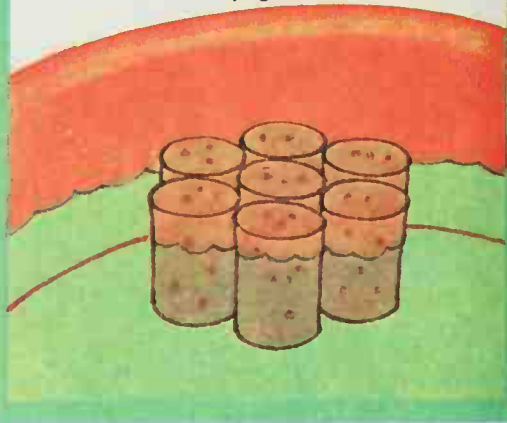
Set seven corks on table as shown



Pick up corks and immerse in water



The corks will float upright



Postcard Problem

When it comes to presenting a "Paper Puzzler," there's nothing more effective than announcing you can step clean through a normal postcard!

Impossible? Not at all. After all, you're a magician and you can apply paper power!

In addition to the postcard (or piece of card about the same size), you will need a pair of sharp scissors. The rest lies in the simple secret of how to cut the card.

First, make a slit along the center, almost to either end. (See Fig. 1.) Now fold the card lengthwise and cut alternately from the two edges almost to the other edge. (See Fig. 2.) But make sure you keep your cuts close together!

"Right!" you announce, "I will now step through the card. . . ."

You will find that the postcard, once fully opened, takes the shape of a large, circular chain. Lay it on the floor or hold it up and complete the trick by passing your body through it. You'll find it quite easy.

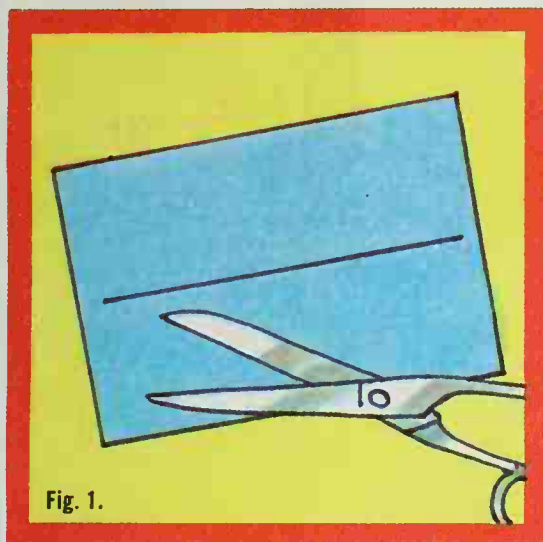


Fig. 1.

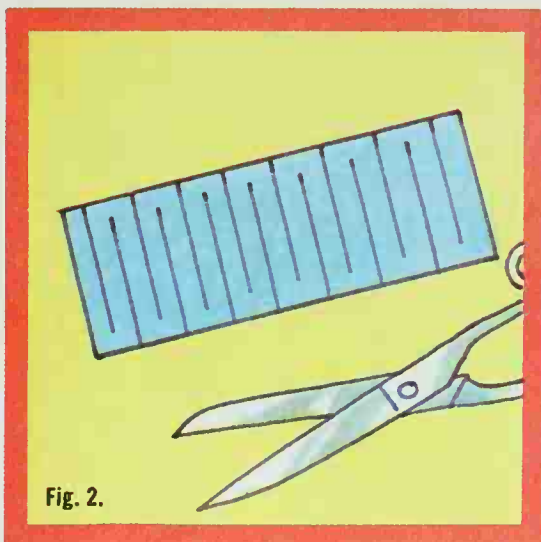


Fig. 2.



Fig. 3.

Amazing Aim



Fig. 1.



Fig. 2.

Here's another quick trick which requires a somewhat smaller circle made from stiff paper or flexible cardboard.

You'll also need a dime, a milk bottle — empty! — and a ruler or rod.

Roll up the cardboard and clip both ends so that you have a complete circle of about four inches in diameter.

Balance this on top of the milk bottle. Next, place the dime gently on top of the paper circle, above the top of the bottle. (See Fig. 1.)

You then announce that you can remove the paper circle so that the coin falls directly into the bottle. Quite a startling feat — but one that's easier than it sounds!

Just pick up the ruler or rod and place it halfway through the paper circle. All you have to do now is give it a quick, sideways blow. (See Fig. 2.)

You'll find that the coin will fall into the bottle, safely trapped, to be returned to its owner.

Coin Catch

Announce to everyone that you have put an invisible mark on a coin.

Of course, no one will believe you, so you set out to prove it. All you need is a hat or container plus four or more coins of the same denomination.

Place those coins into the hat and then ask every onlooker to take the original coin (the one with the "invisible" mark) and look at it very closely. Tell them to remember the date.

After a few minutes, while the coin is being passed around, the last person to inspect it drops the coin into the hat.

Now you close your eyes and explain you will pick out the correct coin.

In no more than a moment you complete the trick successfully.

How do you do it? While the coin is being passed from hand to hand, it will become warm. Once the coin joins the others, it's an easy matter to feel for the warm one and pull it out again!



Balancing Tumbler

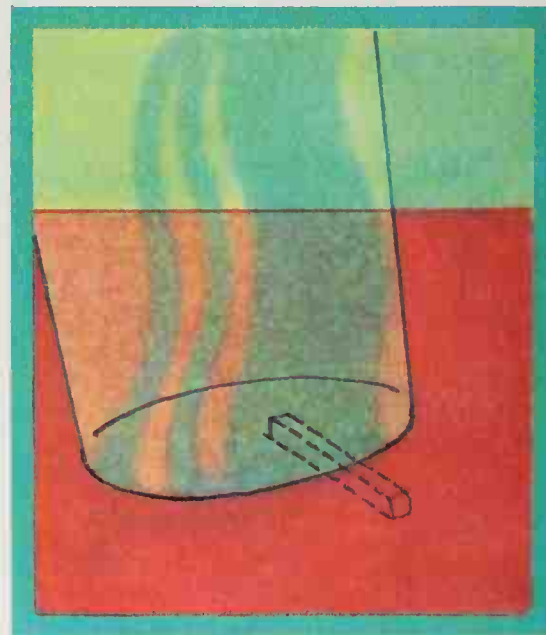
Before you begin this demonstration, you'll need a tablecloth and glass from the kitchen, plus a spent match.

As you lay the cloth on the table, *secretly* drop the spent match under the cloth. But remember where it is.

Tell your audience that you are going to show everyone how to balance a glass at an angle so that it does not fall over. But before you do so, you'd like one or two volunteers to try it first!

Obviously, as each assistant attempts to place the glass in anything but an up-right position, it will fall over.

When everyone gives up, you simply lean the glass base against the hidden matchstick. You'll soon see how far the glass can lean over! Afterwards, remove the cloth, allowing the match to fall to the floor unobserved.



Know the Number

As you will have gathered by now, there is a lot of clever trickery used in magic. Occasionally, the magician needs an accomplice — and here is an example. . . .

Tell your audience that you can read minds. Choose someone from the audience for your demonstration. (This is your accomplice with whom you have practiced.)

Ask someone in the audience to think of a number and tell your accomplice to write it down on a large piece of paper, fold it and hold it up so that you cannot see the number. (It is most important that the paper is large enough for you to see the signaling to follow.)

Your secret helper starts by holding the paper firmly. Let us say that the number he has chosen is 123. First of all, he allows one finger to pass very quickly in front of the paper. This indicates one hundred. Then he uses two fingers in the same way. So far he has told you one hundred and twenty. Similarly, for the digits, he will hold up three fingers — thus 123. Get the idea? The others in the audience will really be impressed. So why not find a partner and practice for a while?



Magnetic Mystery

Every magician has special powers which can be applied in different ways. Tell your audience this as you pull out a pack of cards from your pocket.

Secretly, before the show, you must attach a piece of transparent tape to the back of one card. (See Fig. 1.) As you talk, peel off, say, seven cards from the pack — including the prepared one — and place them face down on the table.

Explain that you will conjure up your powers of magnetism and by nothing more than placing your flat palm over the cards, raise them all into the air!

Stand by for cries of disbelief. But all you do is pretend to be adjusting the cards slightly, when in fact you're placing the T-shaped piece of tape between your first and second fingers. (See Fig. 2.) Then tuck the other cards between your hand and the supporting card. (See Fig. 3.)

Ask for silence from your onlookers. Next, utter some magic words. As everyone watches, begin to lift your flattened hand. If the cards are suitably arranged, your supporting card will hold them all in the air — as if by magnetism.

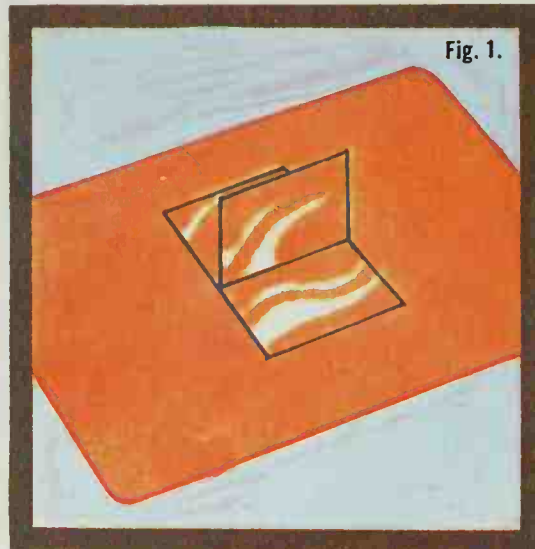


Fig. 1.



Fig. 2.

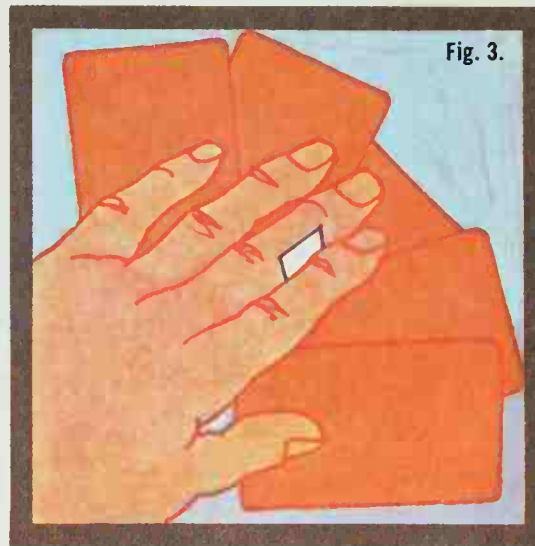


Fig. 3.



One finger across paper = 100



Two fingers across paper = 120



Three fingers across paper = 123

Calling a Card



Fig. 1.

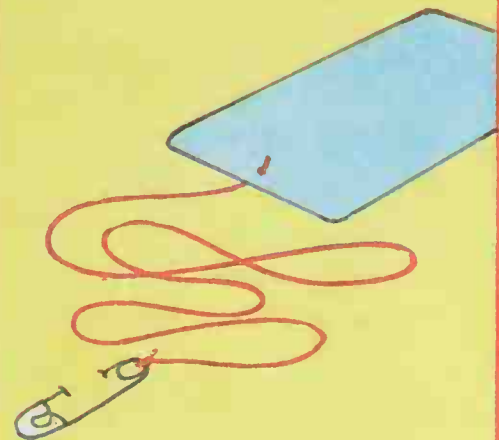


Fig. 2.



Fig. 3.

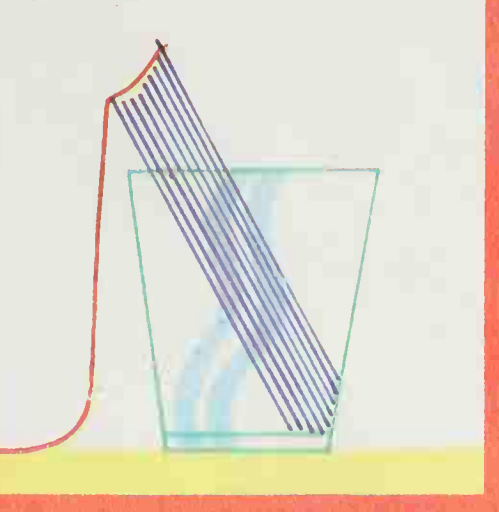


Fig. 4.

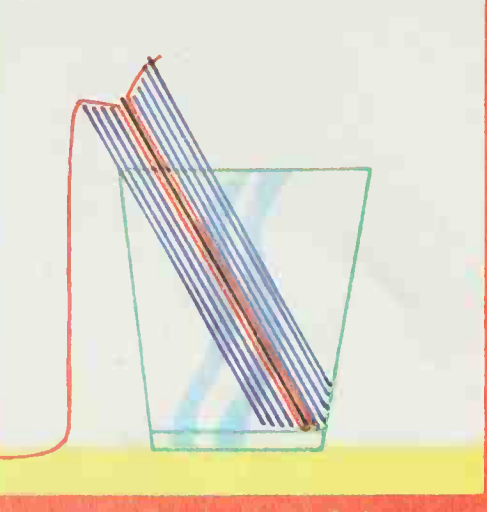


Fig. 5.

Now, instead of raising seven cards dealt off the top of the pack, you will demonstrate how to make a card selected by a spectator lift *itself* above the rest of the pack.

First, you must prepare a card by attaching a fine length of black thread to one end. You can do this by "sewing" the thread through the top of the card and then tying a small knot.

This done, attach a safety pin — the smaller the better — to the other end of the thread and attach the pin to the tablecloth so that it can't be seen by your audience. (See Fig. 1.)

Cover the card with a handkerchief and make sure that there is a glass suitably wide to hold the pack of cards on the table.

Everything is ready. All you must do now is ask someone to pick a card, look at it, remember which one it is, and then give it back to you — carefully, so the volunteer is convinced you didn't even see the face.

As you pick up the handkerchief — announcing you'll just give the glass a quick wipe to make sure it isn't sticky — swiftly place the pack onto the special card. (See Fig. 2.)

While the selected card is face down on the table, and the rest of the pack nearby, you polish the glass. Then you place the pack into the glass, so that the thread runs from the front card and back over the tops of the others. (See Fig. 3.) Here you must be careful to slant the pack backward so that your audience cannot see the thread. Now you pick up the chosen card, and place it — face away from you — into the pack, at random.

When you do this, that one card depresses the thread into the glass. (See Fig. 4.)

"Call out your card," you say to your volunteer. Let us assume, for instance, that it's the King of Clubs. As the card is mentioned, you begin to push the glass forward. (See Fig. 5.)

Remember, the front card in the glass is attached to the pin in the tablecloth. As the thread stretches and becomes taut, it will *push* up the chosen card.

The effect is quite astonishing. Everyone will think you really are a master magician as they watch the card rise clear of the others.

Hats and Wands

Here are instructions for you to make your own magician's kit:

WAND

You will need a piece of white construction paper measuring 15 x 12 inches, and some black paint to make this important piece of equipment.

Roll the paper along the 15-inch length so that you make a tube approximately half an inch in diameter. Glue the edge and paint black. Leave 2 inches of white showing at both ends.

TOP HAT

Find some black paper measuring 23 x 9 inches to make the crown of the hat. Glue the paper into a cylindrical shape with a 7-inch diameter.

To make the brim, draw a circle with an 11-inch diameter on black construction paper. Cut out. Using the same center point, adjust the compass to draw another circle with a 7-inch diameter inside the first circle. Keeping the same point, draw a third circle with a diameter of 5 inches. Cut out this inner circle and discard it. Now take a pair of scissors and snip in to the pencil line at half-inch intervals. Fold back each half-inch section to the pencil line and glue to the inside of the crown of the hat.

Find some colored paper, 23 x 2 inches, to make the hat band.

WITCH'S HAT

Form a conical shape with a sharp point in black paper, and glue in position. Level off the wide section at a point where the diameter of the hat measures about 7 inches. Cut out stars and moons in silver foil and paste on hat. Follow the same method to make the brim as for the top hat!

A Sad Goodbye

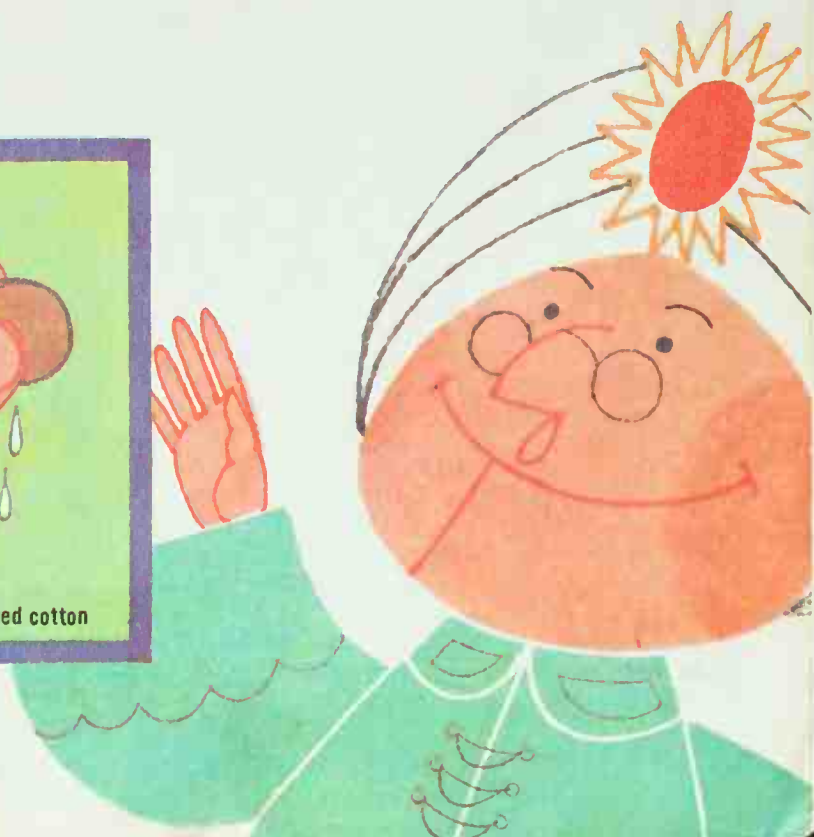


Your show is nearly over. It even seems as though your "props" are upset, too, because you can show a coin that is actually crying.

Say you'd like to borrow a quarter from someone in the audience, to prove it doesn't want to leave its owner's pocket or purse.

As you approach the volunteer, accept the coin. In your other hand, hold a tiny piece of cotton that you dipped into the water pitcher used earlier in the show.

As you take the coin, you put the wet cotton between the money and your thumb and squeeze, so that the water drips forth.



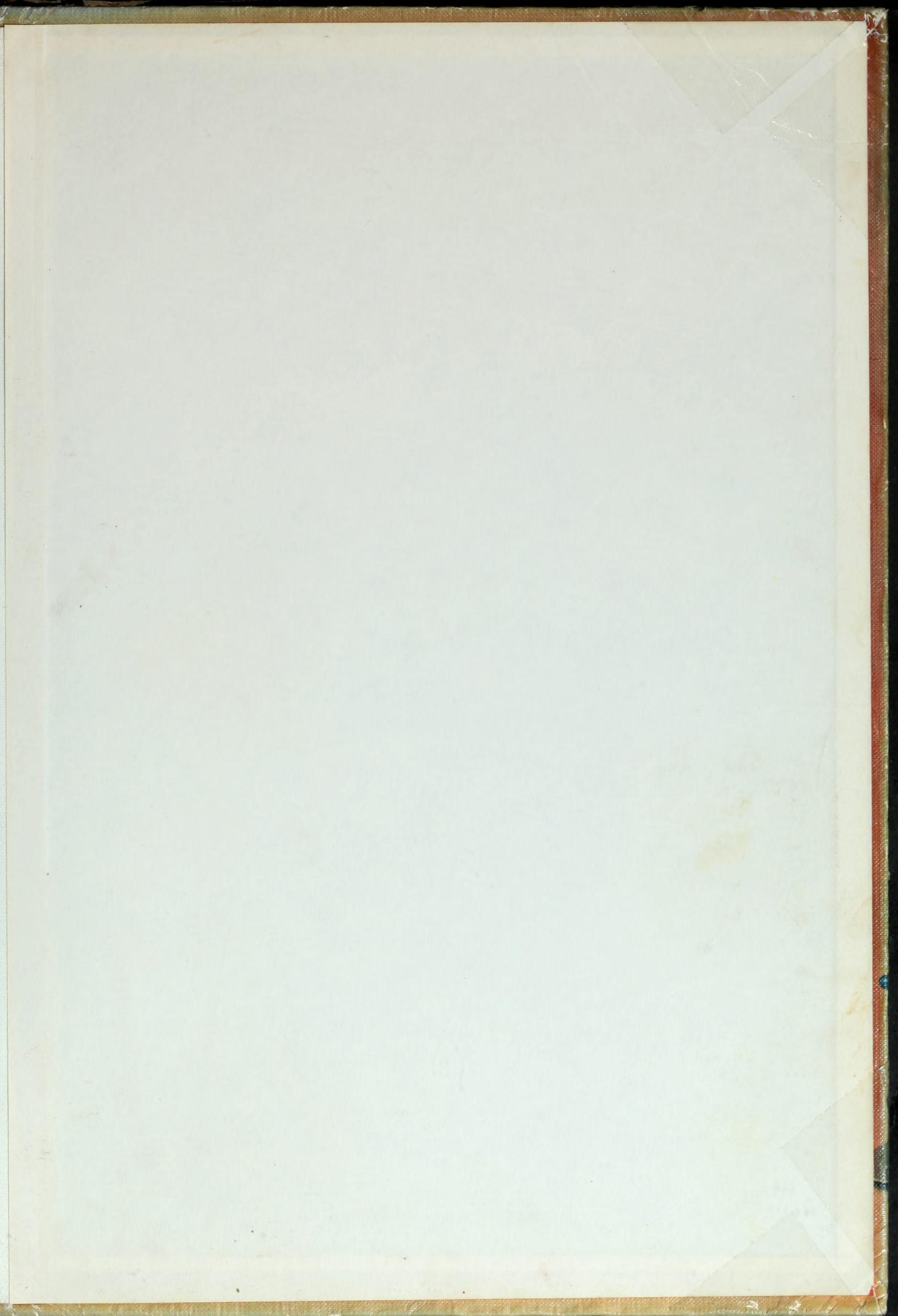












FUN WITH MAGIC

More than 60 baffling stunts, tricks and puzzlers from the world of magic are clearly revealed in this book through the use of concise text, diagrams and pictures. Though proficiency in the presentation of these tricks is best acquired through practice and experience, many of the effects may be demonstrated almost as soon as the secret is known. Best of all, special paraphernalia is not required for the budding magician, since common everyday objects such as rubber bands, coins, cards, balloons, matches, pencils, drinking glasses, crayons and bottle caps are utilized exclusively.

TITLES IN THIS SERIES

IT'S FUN TO MAKE PICTURES • FUN WITH WOOL
FUN WITH WOOD • FUN WITH MAGIC

