

# **Black Diamond**



## **David Blaine's Very Own Magic Tricks**



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## **DAVID Blaine's Very own Magic Tricks**

### **MAGIC TRICKS!**

Fan out the cards face down and have the spectator pick any card. When he has memorized it, have him put the card on the top of the deck (don't worry he will be fooled). Put the deck behind your back, flip the top card over so the card is face up and the rest of the deck is face down. Bring the deck from behind your back and ask the person if the card on the bottom is their card. While doing this, his card should be in plain sight of you face up in the back of the deck. He of course will tell you that that card is not his. Put the cards behind your back again and flip over the spectator's card again so that all cards are now face up. Cut the deck and show the spectator the card on the bottom again. He will tell you that it is not his card again and thinks you are a fool. Tell him to shuffle the deck anyway he wants since you already know his card. When he gives you the deck back you can go directly to his card and amaze him.

Nine cards are laid out, face down, in three rows of three. (eh: You can have them choose a card by the method in Find The Card The Easy Way.) Once a card has been selected, have someone call your assistant back in. When the assistant returns, you are holding the rest of the deck in your left hand. Your thumb will represent which card was chosen. Example: if the spectator chooses the card in the middle, when the assistant returned, your thumb would be directly in the middle of the deck. You will have to do this once for the row the card is in, and again for the column. The trick is to be VERY DISCRETE when holding the deck. Shuffle the deck a little so as not to draw attention to yourself. Keep a serious look on your face, and stare at the assistant, as if you actually had ESP. Let your assistant reveal the chosen card.

To perform this trick, you need to remove all Kings, Queens, Jacks, and Aces. Create four "rows" of cards going down as you would in solitaire. Each row should have a King, Queen, Jack, and Ace all of one suit. Explain the setting as you set them up on their islands.

When you tell about the hurricane, sweep the cards up from the bottom of the "island" (the Ace) up. Do this to each row, in order from left to right. Hold the cards face down. The order will be King, Queen, Jack, Ace (of each suit.) Have a member of the audience cut the small deck in half, and complete the cut (top half of deck goes beneath the bottom half.) This may be done with several audience members. Don't let them make more than one cut at a time. Now just deal them out, one at a time, onto their four different islands (four piles.) If you have done it right, each island will have all of one type of card.

Shuffle a deck of cards. Place the top card face up on the table and look at its number (Jacks, Queens, and Kings all equal 10.) Put enough cards on top of the card to make the total 10. For example if a 4 were showing, then you would put 6 more cards on top of it. Put the cards on so that all are face up. Keep making piles like this, until the deck is used up. If there are remaining cards that do not exactly equal 10, hold onto them.

Ask someone in the audience to choose three piles, each with three or more cards in it, and flip them face down. Pick up the rest of the piles. Count 19 cards from those in your hand, and place them to the side, as they are unnecessary for the rest of the trick.

Ask the volunteer to flip the top card of any of the three piles over, so that it is face up. From the cards in your hand, take the number of cards that corresponds to the number of the card flipped over. For example if a 5 is flipped over, count five cards from your hand and place them aside. Repeat this for one of the other piles.

Now count out how many cards are in your hand, and tell the audience that this is the number of the top card of the final pile. Have the volunteer flip that card over. The number always matches.

This card trick is very easy but it fools a lot of people.

1. Shuffle the deck or get the spectator to shuffle it.
2. Take the card on top of the deck and look at it, without letting the spectator see it, and place it, face-down, in front of him.
3. Ask the spectator to pick a color: red or black.
4. (Example: if the card was the Three of Hearts, a RED card.) If the spectator says black, then you say: "Well, that leaves red." If he says red, you say: "Good Choice"
5. Now you ask: "Which suit do you like better, Hearts or Diamonds?" (Remember, the card you looked at is RED.)
6. If the spectator says Hearts, you say: "Good choice." If he says Diamonds, you say: "That just leaves Hearts." Either way, you then say: "Pick five cards in that suit you like the best."
7. If the five cards he picks don't contain your card, say "Okay, now from the remaining cards pick five cards you like the best."
8. If these five cards still don't contain your card, say: "That just leaves three cards." Name the three remaining cards.
9. On the first or second try, five cards will have been selected. On the third try, only three cards. Ask him: "Out of the five (or three) cards which, two do you like the best"
10. (Example: out of the five cards 2, 3, 4, 5, 6 he picks the 5 and 6.) You say: "That leaves the 2, 3, and 4."
11. Now you ask him which he likes out of those three. If he says the Three of Hearts, you turn over the card and amaze him!

12.If he does not pick the card, you ask him out of the remaining two, which one he likes the best. If he still doesn't pick it, you say, while turning over the card: "Well that just leaves the Three of Hearts," and you amaze him! The trick seems simple, and you think any one will get it. They don't. Try it on a friend. The trick is this: the spectator gets so caught up in picking everything, he doesn't realize that you are making the choices, so he thinks he picked the card. It amazes him!

Performer shows a pack of cards in its case. He withdraws the deck and announces he will magically make a card leave the deck invisibly. He requests that five cards be drawn. These cards are placed face down on the table so no one can see them. Performer now picks them up and asks someone in the audience to write down their names as he calls them off. After the cards are listed, he puts them back in the deck. Someone now looks through the deck trying to find the five selections. Only four are found in the deck! The performer opens the case the cards came in... the missing card is found to have left the pack and gone back into the case. Explanation: When performer withdrew pack from the case, all he did was to leave one card in it, secretly learning its suit and number. When performer reads the names of the five cards, he says the name of this card instead of one of the drawn cards.

Hand a full deck of cards to a volunteer to shuffle. (Make sure it's a FULL deck.) Ask the volunteer to deal the deck into two piles. Have them choose one of the piles and remember the bottom card. Tell the volunteer to show the bottom card to the audience (anyone else who's there,) but not you. Ask them to place the pile containing the bottom card on top of the other pile. Then ask the volunteer to deal the deck into four piles from left to right. Pick up each pile and ask the volunteer if their card is in that pile. As you ask, reassemble the deck; making sure the pile with their card goes on the very top. Give the deck to the volunteer and have them deal the cards, one at a time face down on the table, spelling out the word "PRESTO". Have them turn the next card over. This is their chosen card!

EFFECT a coin is placed onto the table and it vanishes METHOD Put the coin onto the table with your left hand. Say something like "check this out" and reach over with your right hand. Then press down on the coin with your middle, index and third finger with your hand and arm parallel with the table. Slide the coin towards you remembering that it should be completely covered up Slide the coin off the table so it falls on your lap without the spectator seeing. Touch your thumb to your middle finger as if you are picking up the coin as it reaches the edge of the table. Keeping your fingers still closed, stare at where the coin should be as you slowly move your hand away from you back to about 6 inches from where the coin originally was. Start moving your thumb in a circular motion as if the coin is disappearing. Slowly turn your hand around and spread your

fingers apart. Now the rest is up to you. The more surprised you act the more people will believe that they have seen a real coin vanish

**EFFECT** The magician borrows a coin from the spectator and is seen to take a bite out of the coin. **PREPARATION** Take a quarter and file one side of it down so it looks like someone has bitten a chunk of it off. **METHOD** Approach a spectator and ask them to borrow a quarter. You have already the gimmicked quarter between your thumb and forefinger of your right hand. Take the quarter from the spectator and quietly move your finger and thumb and switch the coins. Their coin is now slid to the back of your finger. Pretend to be biting and tearing of a section of what is now your gimmicked coin and eventually tug it free of your mouth to show the spectator who should look amazed.

**Effect** The performer asks the spectator to pick a card without him seeing the face and replace it in the pack. The pack is then shuffled and the performer is apparently unsuccessful in locating the card. After a few attempts, the cards are thrown against a window in a fit of rage, on looking at the window, the chosen card is seen to be sticking to it, even more surprising is the fact that the card is on the inside of the window. **Preparation** You will need two identical packs of cards and a willing helper. **Method** This trick should be performed in an area with a large window nearby and with the spectator facing away from the window. The spectator is asked to choose a card from a pack, memorise it and without showing you, replace the card in the pack. The pack is then shuffled and a couple of attempts at "is this your card " tried followed by a look of disbelief when the spectator tells you that it is not their card (this is all part of the act as you don't and don't even need to know the card). After a few attempts you fake an angry outburst and making sure the cards are squared up, throw the pack broadside at the window, where they will hit the window and fall to the ground except the chosen card which is sticking to the window. Your helper was already positioned behind the window and spectator and had an identical pack of cards. He was able to see the chosen card and took the duplicate from his pack. A small piece of looped sticky tape or magicians wax was attached to the duplicate card and it was stuck to the inside of the window. The helper should then have walked away from the window. This trick creates a real surprise but it is important to pick up the fallen cards quickly and to pocket the original chosen card.