

Black Diamond



Ultimate

Card Tricks

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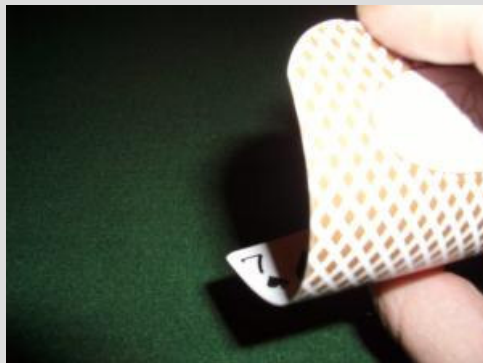
Flexible Cards

Did you know you can tell the value of a card by how flexible it is? The more ink content the stiffer and the less ink content the more flexible. For example a picture card such as a king has lots of ink and is therefore stiff and a low value card such as a two has less ink and is less stiff. Did you know you can also tell the suit of the card by feeling the face of the card with your fingers?

The magician takes the top card off a shuffled and cut deck and holds it facing you. He flexes the card to determine the stiffness and feels the front of the card. He then reveals the selected card is the 7 of spades. The next card is taken, he bends the card again between his thumb and forefinger and feels the front and reveals correctly that it is the king of hearts. Finally, you are asked to take a card of your choice from the deck and pass it back to the magician. He repeats the process and gets it right again!



Front view of the bent card



Rear View of the bent card

The secret to this trick is simple. When you flex the card in your hand, if you bend it sufficiently you can see the the bottom corner of the face of the card as show in the picture.

Extraction

The magician passes you two cards and asks you to return them to the deck he is holding anywhere you like. They can be together or apart. As you are about to place them he says, 'I hope you remembered them?'. You take another quick look and place them in the deck. He then taps the deck on the table to make all the edges neat, telling you it disguises the location of your two cards. He then riffles the deck. Places his thumb and second finger on the top and the bottom of the deck whilst holding the deck firmly in his other hand and then snaps your two cards straight out of the deck!



Your two cards



The snap



The end

The solution to this trick is deception. Notice from the pictures the first two cards you start with are not the two cards you finish with. Almost everyone will not notice this especially if you don't give them long to remember them and secondly spend a few moments riffling the deck and tapping it on the table etc! Start with the final cards on the top and bottom of the deck and then hand the opposite cards to your volunteer to start the trick. Then just pull the top and bottom cards off with the snap move. It happens fast and looks great. It is recommend to use the 7 of spades and 8 of clubs along with the 7 of clubs and 8 of spades.

Mystic Ash

The magician shows you a pack of cards and places it under a large handkerchief. With the cards now covered he asks you to make a cut in the deck. You keep hold of the cut through the handkerchief and the remaining cards are brought back out. You are then shown the top card which you cut to. The deck is put back together and you are handed a small piece of paper and a pen. You are asked to draw a picture of your card on the paper and fold it up as small as you can. This is then held over an empty ash tray and set on fire! The magician sprinkles the ashes on to his forearm and rubs them in with his hand. The card you selected is revealed in ash on the magicians arm! David Blaine has a variation of this trick, I have to say it's been around a lot longer than he has but nether the less is a great trick!



The deck turned around under the handkerchief, showing the bottom card and the ash on the arm at the end of the trick.



The two secrets to this trick are as follows. The trick is known as a force, the volunteer is forced to select a card even though they think they have a choice. When the deck is put under the handkerchief turn the deck upside down, then after the cut turn it back again so the volunteer is forced to take the original top card. The forced card is drawn on your arm with wet soap prior to doing the trick. When the ash is rubbed into your arm it will stick on the soap even when it's dry.

Cutting the Corner

The magician shuffles the deck and places it on the table, face down. You are then asked to cut the cards and place the two piles side by side. Pile 1 are the set that were on the table originally, and pile 2 are the cards moved off the top. You are then asked to take the top card at the cut position which is the top card from pile 1. You are asked to remember this card, then you place it on top of pile 2. Then finally you are asked to place pile 1 on top of pile 2. The magician takes the deck and riffles it, then cuts several times and instantly throws your selected card out on to the table!



Modifying the card



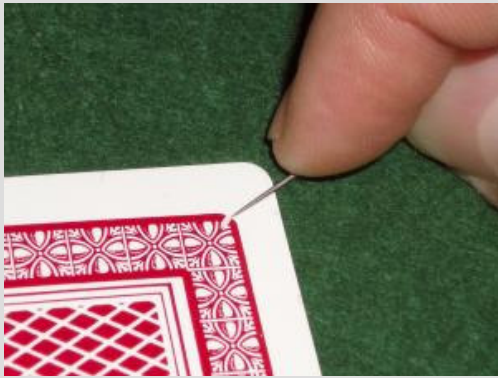
Spotting their card

Before you perform this trick you need to modify your deck of cards. Take a pair of nail clippers and cut the corner off one card, not too much just increase the radius on the corner slightly. Then repeat on the opposite corner of the same card. Ensure this card is at the bottom of the deck and when you shuffle and make sure it stays at the bottom of the deck. When you perform the trick the selected card will be below this modified card (when the deck is face down). You can then throw out on to the table the selected card.

One-Way Cards

The magician shuffles the deck and fans the cards out and asks you to select one. You are ask to look at it and remember it. You are then asked to place it any where you like in the deck. The magician then closes up the deck and shuffles well. Your card is now well and truly lost in the deck. The magician then quickly selects your chosen card.

This trick is very similar to the 'Cutting the Corner' trick but is done in a different way and may be simpler to perform.



Modifying the cards, remove top right border on all cards!



Spotting their card

Again this trick requires a modified deck. You will need a pack ideally that has a border around the pattern on the back of the deck. As shown in the picture use a pin to remove some of the ink across one corner of every card, must be one corner only! When you have your deck ready just make sure all the cards are arranged in the same direction. When the volunteer takes their selected card you turn your deck through 180 degrees so when the selected card is returned it is now the other way around to all the others. Shuffle and select the chosen card with ease!

Black and Red

The magician sorts the deck into a pile of red cards and a pile of black cards, face up. He then turns them upside down and riffle shuffles them into each other and then continue several over hand shuffles explaining that the cards are now well and truly mixed up.

The cards are then dealt back into two piles, face down and when turned over they are back in red and black order!



The reverse riffle shuffle, one half turned 180 degrees before shuffle.



The red black sort, one set with cuts in the top right, the other without

Again you will need the directional pack of cards we made in the previous trick, 'One – Way Cards'. Start with them all in the same direction, mixed up. Sort into the two piles, when you riffle shuffle turn one set through 180 degrees so when they mix the red and blacks are in opposing directions. Shuffle over hand as much as you like and then sort into piles using the direction markings.

PS. Don't worry about the two nines in the shuffle picture, the photo was done with a Svengali deck which is a whole other story!

Aces High

The magician cuts the deck in half, and gives you half and keeps the other for him self. You are then asked to follow every move. Both put the deck behind your backs. Both select any card from your decks and swap them with the other with out looking at them, you then both place the swapped cards face up any where in your decks. You then repeat this selecting, swapping and placing routine one more time.

The two halves are brought back together and spread across the table to reveal that all four aces have been selected and can be seen face up in the deck.



Aces on top of your deck before the start



The final layout

The secret is before you start the trick have all four aces in your back pocket and put them on top of the deck you keep. When the volunteer gives you their card give them an ace, and put theirs on the bottom and take another ace and place it in your deck face up. Just repeat this again for the second time.

Photographic Memory

The magician riffles through the entire deck in a fraction of a second and looks at all the cards. A tells everyone that he now knows the order of every card in the deck! The first card is easy as everyone can see it, so says, 3 of diamonds. The deck is then put behind his back and the front card is put to the back and the deck is brought back out facing the audience. The new front card is correctly predicted. Again the cards are put behind the magicians back and the front card put to the back, brought out and correctly identified. The magician repeats this until everyone is satisfied that he knows the entire deck!



Audience's view (card moved to side to explain, in position for trick)



Your view of the next card

When you riffle the deck you must remember the second card, forget the rest! When you put the deck behind you the first time take the first and the remembered second card and put them face up on the back of the deck in reverse order so the remember card is now at the front. Say this card out loud. You are now looking at the front of the deck and the audience are looking at the back! You can see the next card, remember it and put it to the 'new' front when it's behind you, repeat until you have gone through 20 or 30 cards! You cannot go to the end or your secret will be revealed!

Wrong Prediction

The magician fans out 15 cards from the top of the deck and asks you to select any number of them from any location. You are asked to keep them. He then places 20 cards in a line on the table in front of you. You are asked to count how many cards you have in your hand. The magician then proceeds to count the same number along the line and gives you the card he stops on. You are asked to remember this card and all the cards are put back into a single stack.

The magician then tells you if he cannot guess your card that he will buy you a drink. The magician tells you your card but it's wrong, has a second attempt and gets it wrong once again, a third and final attempt also fails! The magician opens his wallet and there is no money in it, just your selected card!



20 cards right to left and count back left to right! And the final prediction!



There are several things to prepare for this trick. The first is the selected card, let's say the 5 of hearts, it must be the 21st card in the deck from the top. An extra 5 of hearts must be in your wallet. When you count the 20 cards onto the table lay them down right to left and when you count back the volunteers card amount count it from the left. This will ensure that your volunteer will always select the 5 of hearts. Trust me!

Dinner Table Magic

Save this trick if a pack of cards ever comes out at a dinner table after a meal.

The magician takes a pack of cards face down and riffles through them and asks you to say stop. You are then given the choice of the card at the split or the next one above. You take this card and remember it whilst the magician puts both halves of the deck on the table. You then have the choice to place your card on top of any one pile. The magician then puts his fingers on your card to hold it in place and puts the other pile on top and removes his fingers just in time. He picks up the deck and riffles it. Then lays it flat in his palm and pushes his arm forwards so half the cards fall on the table. The top card in the magicians hand is revealed to be your card!



Salt grains being left on the surface of the chosen card



The drop cut and display of chosen card

The secret has something to do with the magician putting his fingers on your card! You need a few grains of salt on your finger tips, then when you remove your fingers a few remain. This will be sufficient to make the cards split at this position.