Magic

VIDEO

▶

TRICK ❶

PREDICTION

PROPS
12 cards (two identical sets of six different symbol cards). The "hand" car is used twice. So we need to have 4.
Before beginning, prepare your cards as shown in FIG.1.
Then gather each series of cards up to form two piles. FIG. 2.
Explain that you are going to spell out the word 'magic' and that at each letter you will ask a spectator to point to a pile. Each time, move one card from the top to the bottom of the pile chosen by the spectator. FIG. 3.
Predict that at the end, regardless of the choices made, the two top cards will be the same, and the next two cards will be different. FIGS. 2 AND 3
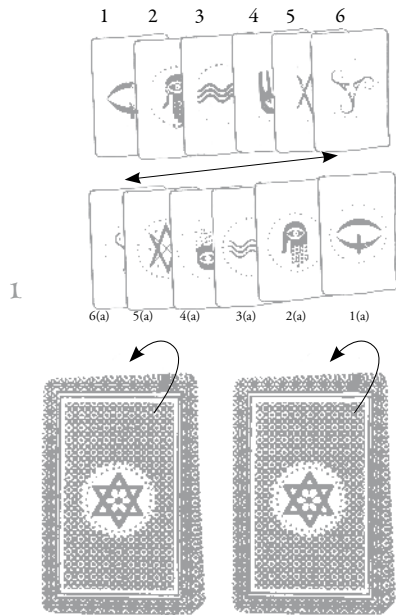
FIGS. 2 AND 3

TRICK ❷

THE HAND

PROPS
25 cards

PREPARATION
Shuffle the 25 cards.

ROUTINE
Show the audience your deck of cards and point out that the cards feature all sorts of different symbols. Ask a spectator to shuffle them and replace the pile face down on the table in front of him/her.

Then ask the spectator to cut the deck and declare that you know that the top card of the pile left on the table will be a 'hand' card. The spectator cuts the cards and the top card of the pile left on the table is indeed a 'hand' card!
Ask the spectator the cut the deck again, and once more a 'hand' card is left on top of the remaining pile.

SECRET
The 'hand' cards are narrower than the others. Thus, every time somebody cuts the deck, you know that the top card left on the pile will be a 'hand' card. You can also check by looking at the back of the cards. The 'hand' cards all have a discreet little mark on the back. FIG. 5 of Tricks 3 and 4.
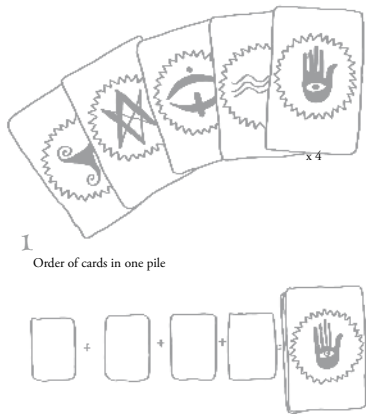
TRICKS ③ ④

FAKIR
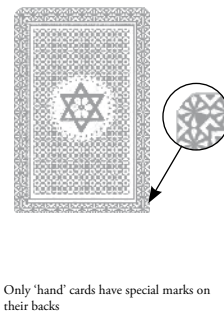
PROPS
25 cards

PREPARATION
Sort the cards by symbol.
Set four 'hand' cards aside in the box and put one other 'hand' card in your pocket. Arrange the 20 cards into four identical piles. FIG. 1. The cards in each of the four piles must be arranged in the same order. Then assemble the piles one on top of the other so that they form a single pile of 20 cards. FIG. 2.

ROUTINE
Announce to the audience that you are a fakir-magician with incredible powers, and that you can, for example, guess the symbol on a card chosen at random by a spectator. Show the audience that the cards are well shuffled and hand the deck face down to a spectator. Ask the spectator to move as many cards as he/she wishes, one after another, from the top to the bottom of the deck, and then to lay the card of his/her choice face down on the table.
Then turn your back whilst the spectator shows the chosen card to the rest of the audience. Without your turning back around, the spectator hands the rest of the deck back to you. Then turn around and announce that you already know that the card on top of the deck is the same as the one on the table. Turn the two cards over at the same time: they are identical!
Gather up all of the cards and put them in the book-box. Explain that you have in your pocket a card which is the same as the one a spectator is soon going to choose. Put the card from your pocket face down on the table. Once again, pick up all of the cards left in the book-box and ask a spectator to shuffle then cut the deck in the way that you show them. Every time a spectator cuts the deck, ask if he/she wants to turn over the card on top of the pile left on the table. The spectator does as you ask … and turns over the card of his/her choice. Once again, the chosen card is identical to the one you are holding up!

THE SECRET
Before the trick, you arranged the cards as per the 'Preparation' instructions.
The spectator will hand you the deck of cards whilst you still have your back turned, and then as you turn around, as discreetly and quickly as possible move two cards and then another two from the top to the bottom of the deck. The card which is now on top of the deck is identical to the one which the spectator laid down on the table.
For the second part of the trick, you put all of the cards in the book-box. When you take them out again to continue with the trick, at the same time, pick up the four other cards which you hid during preparation.
Show the card from your pocket to the audience, and then lay it face down on the table. Give the deck to a spectator and ask him/her to shuffle it well.
Ask the spectator to cut the deck as indicated in Figs. 3 and 4 (holding the cards across their width).

The 'hand' cards are narrower than the others. Thus, every time the spectator cuts the deck, you know that the top card left on the pile will be a 'hand' card. You can also check by looking for a small mark which only features on the back of the 'hand' cards. FIG. 5

1
Order of cards in one pile

x 4

3

4

5   A card back with no special mark

Only 'hand' cards have special marks on their backs

TRICK 5

DIVINATION

PROPS

3 cards with different symbols, including 1 'hand' card with a special mark on the back. See the explanation of the mark given for TRICKS 3 AND 4.

Shuffle the three symbol cards then place them face down on the table.

Turn your back on the audience and ask a spectator to choose a card, look at it, and return it to its place. Then ask him/her to move the other two cards so that they swap places.

Turn back to face the audience and immediately reveal which card the spectator chose.

It is very easy: before turning your back on the audience, look to see where the marked card is. When the cards are moved, two outcomes are possible:

- The marked card has not changed place: it was the card chosen by the spectator.
- The marked card is no longer in the same place: the chosen card was neither the marked card, nor the card which is now in its place. The spectator in fact chose the third card.

TRICK 6

PREDICTION

PROPS

9 'hand' cards marked on the back (see the explanation of the mark given for Tricks 3 and 4) and 9 cards of a variety of symbols.

Prepare your deck by inserting 'hand' cards between all of the other symbol cards. Declare that you already know that a spectator will choose a 'hand' card. Show the audience that all of the cards are different. Lay the cards face down onto the table one by one, and ask a spectator to stop you whenever he/she wishes.

When you are asked to stop, look immediately to see where the marked card is. Turn the marked card over, whether it is on top of the pile on the table or on top of the pile in your hand. Your prediction was correct.

TRICK 7

NOCTUAM

PROPS

1 transparent box, 1 ball, 6 elastic bands (2 to perform the trick and 4 spares), 1 headscarf.

ROUTINE

Explain that you have just discovered a priceless pearl, and that you wish to entrust it to the enchanted owl. Show the ball, the box and the lid to the audience. Knock the pieces together to show that they are made of hard plastic.

Explain that you are going to shut the box tightly with elastic bands, and then, using your magical powers, make the ball pass through the side of the box.

Close the box and ask a spectator to place the pearl in your hand. Place the box on your hand just in front of the pearl, lay the headscarf over both objects, say a magic spell and ... Whip off the headscarf to reveal the ball inside the box!
As soon as you remove the scarf, shake the box so that the pearl rattles inside, remove the elastic bands and remove the pearl.

SECRET

When you declare that you are putting the lid on the box, place the lid so that the box remains open at the back. FIG. 1. Under the cover of the headscarf, you can easily roll the ball into the box. FIG. 2

The open side

1

Roll the ball in.

2
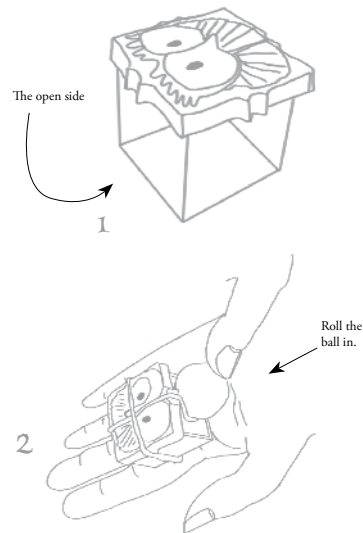
TRICK 8

ELASTICA

PROPS
The elastic band

ROUTINE
Show the audience an elastic band and explain that you have the power to make it jump over your fingers. FIG. 1 starting position, FIG. 2 straightening your fingers, FIG. 3 final position
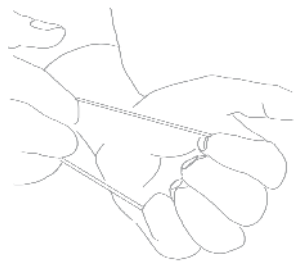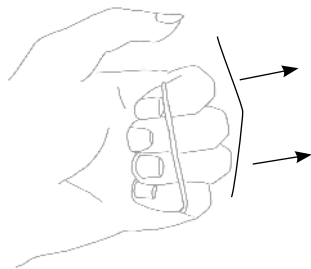
1

2

3

SECRET
Facing the audience, position the elastic band over two fingers. Inside your hand stretch the elastic band and place all of your fingers as indicated in FIG. 4.
When you release the elastic band, it is

4

positioned as in FIG. 5. All you then need to do is straighten your fingers. The elastic band jumps all by itself!

5

TRICK 9

THE APPEARING SCARF
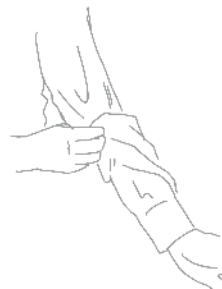
PROPS:
A headscarf
Roll the headscarf up in a ball and hide it in the fold of your left arm, ideally hidden by your clothing. Keep your left arm bent until the end of the trick.
You can now begin. Roll up your right sleeve, then your left sleeve. As you do so, discreetly take hold of the scarf with your right hand. You now have the scarf hidden in your right hand.
All that remains to be done is to let go of the scarf to make it appear.

1

2
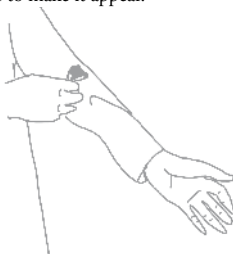
TRICK 10

ANIMALIS FETISHES

PROPS:
5 large animal cards, the cord, the medallion

ROUTINE
A spectator chooses an animal and tells you which one it is. Ask the spectator to shuffle the cards and lay them face down on the table. Explain that you can find the animal chosen by the spectator using your pendulum. Move the pendulum over the cards; when it begins to move in small circles, the spectator's card has been found! End the trick by saying, "This is the chosen animal card", and turn the card over.

SECRET
While you are moving the pendulum over the cards you have plenty of time to read the visual code and simply have to start moving the pendulum in circles when it is over the right card.

1

TRICK ⑪
ANIMALIUM

PROPS
5 large animal cards, the cord.

ROUTINE
Explain to your audience that you have a magic power which enables you to read people's thoughts. To prove it, ask a spectator to choose his/her favourite animal from the choice of five. Show the cards to the audience one by one, whilst naming each animal. The spectator chooses an animal and puts the corresponding card face down on top of the pile. Retrieve the pile and tie the cord around it, explaining that you are doing so to prevent the animals from escaping. FIG. 1

Once the pile is securely tied up, declare that you are going to turn around whilst the spectator undoes the cord and shuffles the cards. Once the cards are shuffled, turn back to face the spectator and ask him/her to

place all of the cards face down on the table, arranged as in FIG. 2. Explain that by the virtue of your magical powers and exceptional gifts you are able to determine which card was chosen, but that you will need the spectator's help. Ask the spectator to point to two cards. Remove one of the two cards. Then it is your turn to point to two cards and ask the spectator, "Which one do you choose?" Remove one of the two cards. Again it is the spectator's turn to point to two cards, and you remove one of them. Two cards remain. Ask the spectator to choose a card. The last card left on the table will be of the animal chosen by the spectator.
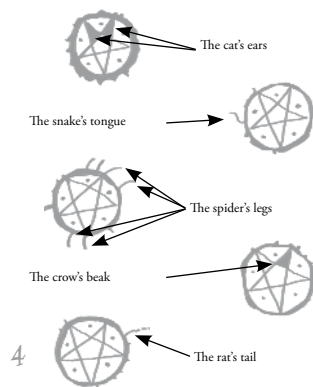
THE SECRET
On the backs of the cards the corners conceal visual details enabling you always to know which animals feature on the front of the cards. FIGS. 3 AND 4
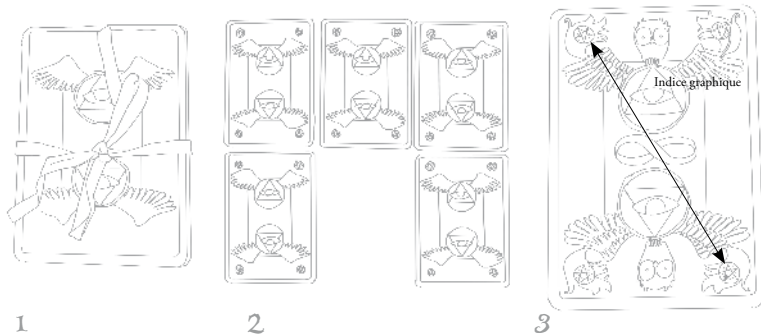
While you are tying the cord in a knot, take time to note the visual detail on the back of the card chosen by the spectator.
When the cards are laid out on the table as in FIG. 2, mentally locate the spectator's chosen card. Then, when the spectator points to two cards, make sure you remove one which was not the chosen card, and when it is your turn to point to two cards, never choose the spectator's card.

At the end of the trick, if the spectator points to the chosen card, say, "We shall keep this card, and remove the other." If the spectator points to the other card, declare, "We shall keep this card."

Indice graphique

The cat's ears

The snake's tongue

The spider's legs

The crow's beak

The rat's tail

1

2

3

4

TRICK ⑫
THE ANIMALS

PROPS
5 animal cards

ROUTINE
Show the five cards to the audience. They feature five different animals. Ask the public to choose an animal and to name it out loud. Collect up the cards and shuffle them. Then deal the cards one by one in the following manner: put the top card underneath the pile, the next one on the table, the following card under the pile, the next one on the table, and so on...
When you only have one card left in your hand, announce that you already know it is the animal the spectator chose! Turn it over, and it is indeed the chosen animal!

SECRET
Each of the animal cards has a slightly different design on the back, including a secret code enabling you to distinguish the cards. FIGS. 3 AND 4 OF TRICK 11
It is therefore possible to identify the spectator's chosen card while you are shuffling the pile, and place that card in the middle of the other four cards.
All that then remains is to deal them as follows: put the top card underneath the pile, the next one on the table, the following card under the pile, the next one on the table, and so on...

The last remaining card will be the animal chosen by the spectator!

Tricks 13 14

HOROLOGIUM

VIDEO
WWW.DJECO.COM
HOROLOGIUM
= NICOLIUM

In a magical kingdom, the inhabitants have a strange way of telling the time! Will you be able to guess what time a spectator is thinking of?

PROPS:

1 clock, 17 round cards (16 moon cards and 1 sun card)

PREPARATION

Place the clock on the table in front of the spectator. Hold the 16 moon cards in your hand, star-side up, and position the sun card at the bottom of the pile.

ROUTINE

In a magical kingdom, the inhabitants have a strange way of telling the time!
Hold the cards in your hands. Explain that when the inhabitants want to tell the time, they move the number of cards corresponding to the hour of the day to the bottom of the pile.
For example, if someone passes one card to the bottom of the pile, it is one o'clock ... And if someone moves three cards, it is three o'clock.
In fact it is very simple to tell the time in the magical kingdom, but the magicians have the power to guess the time without knowing how many cards have been moved.
Give the cards to a spectator and ask him/her to think of a time that you are going to guess. Turn your back on the audience, whilst the spectator chooses a time and moves the corresponding number of cards, one by one, to

the bottom of the pile.
You then take back the cards and set them out in a circle around the clock, counting down the hours in reverse order from 12 o'clock to 1 o'clock. Once you have laid cards out all around the clock, set aside the spare cards.
Turn the clock hand and announce out loud the exact time the spectator thought of. Turn over the card the hand is pointing to and declare, "It is ... o'clock. It is not at all surprising that you thought of that time because it is sun time." (The card you revealed was the sun card).
The spectator will doubtless reply that that was not magic, because all of the cards probably have a sun on the back ... Turn over all of the other cards, revealing only moons...
Finish the trick by saying that the spectator certainly did well to think of that particular time, because when you turn the clock around, another sun appears!

A few little stars are missing
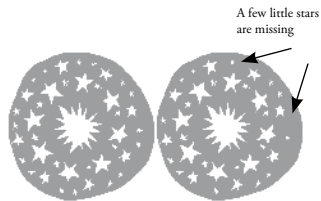
1   the back of the moon cards   the back of the sun card
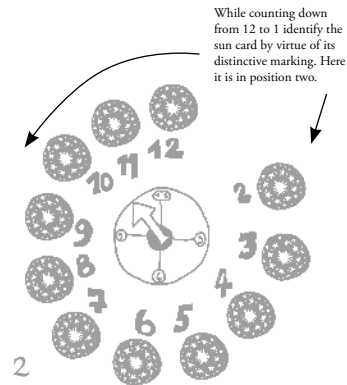
THE SECRET

The 16 moon cards all bear an identical design on the back. Only the sun card is different on the back. FIG. 1 (card backs)
When you begin the trick, explain how to tell the time in the magical kingdom, and always use the same example: say, "It is one o'clock in the magical kingdom." Take one card from the top of the pile and move it to the bottom, then, "It is three o'clock." Take three cards, one by one, and place them at the bottom of the pile.
While you have your back turned the spectator moves however many cards he/she wishes, before you retrieve the pile.
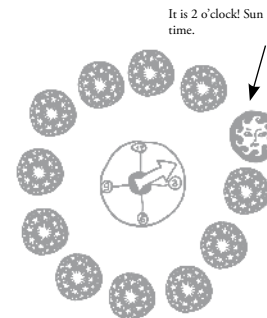Then you lay the cards out one by one in a circle around the clock, counting out loud from 12 down to 1.

While laying out the cards, identify where the sun card is by finding its different back. The hour next to which it is placed tells you the time the spectator thought of. Turn the clock hand and stop it at the time indicated by the distinctive sun card. Announce, "In the magical kingdom it is ... o'clock." Turn over the card and tell the spectator that he/she did well to choose that time since it is sun time.
Turn over all of the other cards. They are all moons… To finish, turn the clock around to reveal another sun...

While counting down from 12 to 1 identify the sun card by virtue of its distinctive marking. Here it is in position two.

2

It is 2 o'clock! Sun time.

3

TRICK 15

LUNA O SOLAR ?

PROPS
1 moon card, the sun card

ROUTINE:
Hold both of the cards in your hands and show them to the audience. Give them to a spectator, turn around, and ask him/her to choose secretly between the moon and the sun. Ask the spectator to press the chosen card down really hard on the top of your head. Explain that the harder he/she presses it down, the more moon or sun beams you will absorb...
When you feel that you have absorbed enough beams, you are ready. Ask the spectator to place the two cards on the table, keeping them covered all the while with his/her hands.
As soon as you turn back to face the spectator, announce which card it was that the spectator chose.

SECRET
After you have asked the spectator to press the card down hard on your head with one hand, you will see that once that hand is lying flat on the table again, it will appear much whiter than the other, so you will know which hand is hiding the moon or sun card chosen by the spectator.

TRICK 16

THE SUN

PROPS
4 moon cards, 1 sun card

ROUTINE
Show the five cards to the audience. There are four moons and only one sun. Turn them over and shuffle them. Then deal the cards one by one in the following manner: put the top card underneath the pile, the next one on the table, the following card under the pile, the next one on the table, and so on. When you only have one card left in your hand, announce that you already know that it is the sun card. Turn it over, and it is indeed the sun!

SECRET
The moon and sun cards have slightly different backs. When you shuffle the cards face down, you can keep track of where the sun card is by virtue of a slight difference in design on the back, and arrange the cards so that it ends up between the four moon cards. All that then remains is to deal them out as follows: put the top card underneath the pile, the next one on the table, the following card under the pile, the next one on the table, and so on. The last card left in your hand will be the sun card!

A few little stars are missing
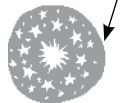
1   the back of the moon cards   the back of the sun card
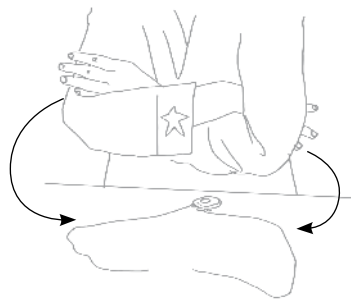
TRICK 17

NODI NON

PROPS
The ring and the cord

ROUTINE
The impossible knot. Pass the cord through the ring. Ask a spectator to tie the cord in a knot without letting go of the two ends. Nobody manages it.

SECRET
All you need to do is cross your arms, take hold of one end of the cord with one hand, the other end with the other hand, and uncross your arms. You have tied a knot!
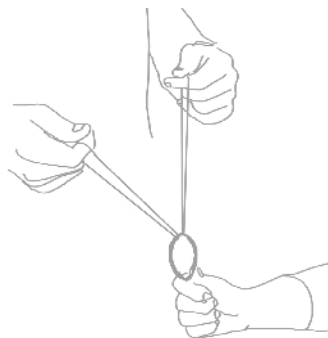

TRICK 18

ANULUM

PROPS
The ring and the cord

ROUTINE
Announce that you have the power to free the ring through which the cord is threaded.

SECRET
Tie the two ends of the cord together and pass the loop of cord through the ring. Pass the ends of the loop over your forefingers. FIG. 1. It is important to keep the knot in your right hand. A spectator pulls the ring gently downwards.
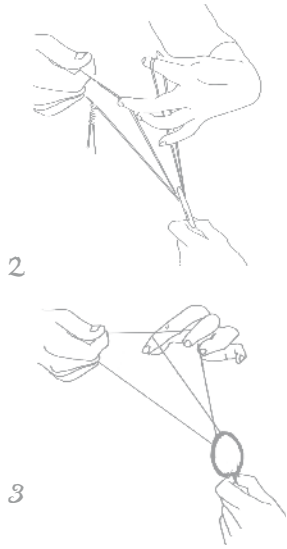

1

Using the middle finger of your left hand, catch hold of the right-hand part of the cord and pull it leftwards. FIG. 2
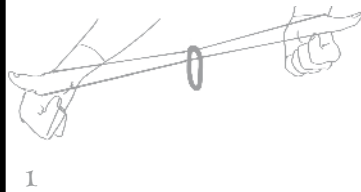
TRICK ⓘ9

NOMMUN SOLUIT 2

2

3

All you then need to do is release the cord from your left forefinger FIG. 3 and pull the cord taut again. The ring has come free. FIG. 4

4

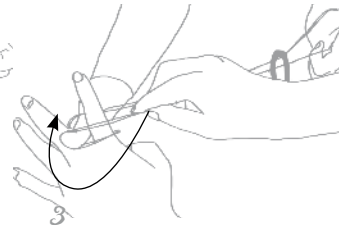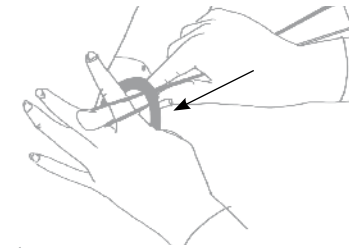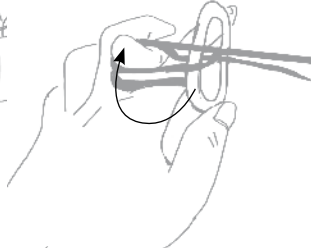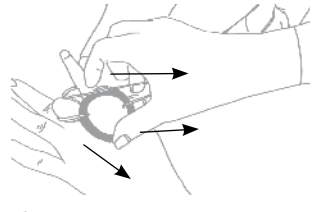**1**

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PROPS:
The ring and the cord

ROUTINE
Announce that you have the power to free the ring a second way.
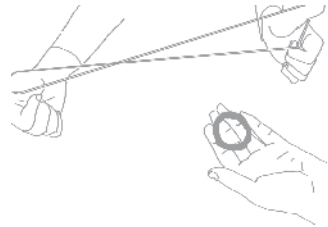
SECRET
Tie the two ends of the cord together and pass the loop of cord through the ring. A spectator positions his/her hands as shown in FIG. 1, holding the knot in his/her left hand.

Place the fingers of your left hand as shown in FIG. 2.

Wrap the length of cord nearest to you once clockwise around the spectator's thumb. FIG. 3 Slide the ring up to the spectator's thumb FIG 4 and wrap the length of cord nearest to you once again clockwise around the thumb. FIG. 5.

Withdraw your left hand and at the same time pull the ring towards you FIG. 6 to free it from the cord! FIG. 7

TRICK 20

A DISAPPEARING KNOT

PROPS
The cord

ROUTINE
Hold the cord in your hands and tie a knot as your audience watches on. FIGS. 1, 2 AND 3.

Announce that you have the power to make the knot disappear.

Hold the cord hanging down from one hand, and pass your other hand in front of the knot down to the bottom of the cord. When your hand reaches the bottom, the knot has disappeared! FIGS. 4, 5, 6 AND 7

SECRET
Tie the knot in the cord without pulling it too tight!

When you slide your hand down the cord, the audience will not see that you have in fact slipped your thumb inside the loose knot. All you then need to do is slide you hand downwards, and at the bottom the knot will free itself. FIGS. 8 AND 9
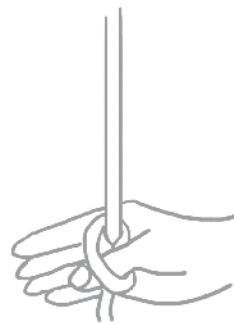
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