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Ezy MAGIC



by John Williams

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Every one loves to watch Magic shows but it's
more fun to be the guy or girl with the wand.
You are the Wizard with your "Ezy Magic" book!

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CONTENTS

HOW TO READ THIS BOOK.....	3
INTRODUCTION	9
INVOLVE THEM.....	10
BAR BETS.....	11
B-TWEEN BETCHA	12
WASTE OF A GOOD DRINK	14
A FREE DRINK	15
SUGAR STUMPER	17
TEN COIN TRIANGLE.....	19
ODD AND EVEN.....	21
FOLLOW THE RULES	22
QUICK KNOT #1	24
MATCH PUZZLE	25
CAMEL COIN.....	27
COIN CATCH.....	29
GIVE MONEY AWAY!	30
COIN CLIP.....	31
THE NEXT CARD.....	32
TRICKS WITH CARDS.....	33
THE 2 FLIP FORCE.....	34
UNFAIR DEAL	36
IT IS A SET-UP!.....	38

<i>Odd and Even</i>	38
<i>Eight Kings</i>	40
PICK THE CENTER CARD.....	42
MIXED UP!	44
REVERSED RELATIONS.....	46
THE CUT(E) FORCE.....	48
CLOSE-UP MAGIC	49
DOUBLE YOUR MONEY	50
CLEVER BIRD.....	52
CRUSHING A GLASS!.....	55
REFLEX VANISH.....	57
COIN-CEN-TRATION.....	59
MENTAL BLOCK	63
PHONE-Y MIND READER.....	65
COIN-WITH 2 HEADS.....	67
BLOOD FROM A STONE	69
STICKY METAL	70
VANISHING COIN	72
THE MATCHBOX BANK.....	73
THE HOUDINI CANDY	75
KNOT IMPOSSIBLE	78
HOP OFF CANDY.....	81
VANISHING KNOTS	83
HYPNOTISED HANKY	84

STICKY COIN	86
MEMORY MASTER	88
MENTAL MARVELS.....	92
PENDULUM PREDICTION	93
THE HEX MARK.....	95
COLOR READING FINGERTIPS	96
CRAYON DIVINATION	98
DOWSING A DOLLAR.....	100
THE HUMAN GIMMICK.....	102
THE PERFECT PREDICTION	104
STAND-UP MAGIC	106
STICKY COIN WITHOUT A TABLE	107
IT IS UP YOUR SLEEVE.....	109
ALL TIED UP.....	111
BOOK BANK.....	113
CATCHING CARDS N COINS.....	115
THE BALL IN THE BAG	117
ABOUT THE AUTHOR.....	119
WHY DID HE EXPOSE SO MANY SECRETS?	119

HOW TO READ THIS BOOK

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At the bottom of each page of your book, there is a box that shows the number of the page you are looking at and the total number of pages in your book. If you click on the number shown, a small box pops up. Type the number of the page that you want to go to into the box, press **ENTER** and you are there

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On the left of the box that shows the page number there is a single triangle and a double triangle, all pointing to the left side of the page. Click on the single triangle and you go back to the previous page in your book. Click on the double triangle and you go back to the first numbered page in your book.

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A small triangle pointing right - press this to move forward one page in your book.

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INTRODUCTION



Everyone
likes to
watch
Magic!

Simple tricks and stunts help any social occasion.

But the best part is being the guy or girl with the wand!

Now **you** can with "Ezy Magic"!

You can be the center of attention, life of the party or the mysterious wonder worker. That's up to you.

Practise each trick in private so you amaze your friends when they see it and weave your personality in to the tricks. Then you will show tricks to family, friends and audiences for years.

The secret method behind every magic trick is usually very simple. The real trick is to perform so they want to see you do more tricks.

But how can you increase their interest in your tricks?

That's on the [next page!](#)



Involve Them

Use their Club Report or favorite magazine for a trick instead of just any magazine.

Tell a story while doing the trick and use the names or traits of people they know for people in your story.

Use their Club or Company name as a magic word instead of Abracadabra.

Use their product or Club logo as part of the trick.

Your audience will appreciate you putting yourself in the effect, not just doing it "as written".

Always keep a couple of tricks for next time.

Read all the tricks and stunts in your book. Some you pass over now may be useful at another time.

Now we start the Show and Tell ...

BAR BETS

This selection from my bulging file of brain-busting bar bets will give your friends plenty of mental exercise.



B-tween Betcha

This is a great example of, "It's not what you do but how you do it" and what you say!

Show your guests two scarves or handkercheifs tied together at one corner and one loose scarf which should be a contrasting color or pattern. That has no effect on the scam, it just looks better.

Ask your friends," Can you tie the loose scarf between the other two without damaging any of them or untying or loosening the knot?"

It's probably a good idea to hold the two tied scarves in one hand with their centres inside your fist and the knot toward the audience.

This helps to focus their thoughts away from the simple, but not obvious, solution.

You let them ponder and perform anything short of surgery on the scarves, then simply tie two opposite corners of the loose scarf to the corners of the tied scarves which are diagonally opposite the knot!

Now you have a continuous loop made from the 3 scarves and everyone realises that the answer should have been obvious.

You never said that the loose scarf had to be tied to the corners which made up the knot, did you?



Waste of a Good Drink

Show your friends a glass of any liquid with an ice cube floating in it and a piece of string with a small loop at one end.

Their challenge, if they choose to accept it, is to remove the ice cube from the glass of liquid without disturbing the glass or touching the cube!

You let them try their theories and try not to look like a know-all. When they let you have a go, lower the loop onto the cube then sprinkle salt where the loop rests.

Wait a few seconds for the chemical reaction between the salt and the ice, then raise the string and it will easily bring the cube with it!

You have to use natural cotton cord, not synthetic, or you will need real Magic to make it work!



A Free Drink

This is a "bar bet" which can earn you and your partner a free bottle of wine the next time you have dinner at a restaurant with friends.

Being the fair-minded people everyone knows you are, share it with the people who lose this bet to you!

With a partly empty bottle of wine on the table and all glasses filled, you say that you can put the cork back in the bottle and get a drink without re-opening the bottle!

Your friends have little chance to work out your method unless they have seen it before.

If some have seen it in this book, they will play along because they know you should be a good spectator when you are not the wonder-worker.

And they will want to see the effect on your mutual friends.

When the terms of the bet are agreed, you check that the cork or stopper is firmly in place. Turn the bottle

upside down and pour a little wine from your glass into the depression in the base!

Just take a quick sip from it and you have won another bet.



Sugar Stumper

You need a straight-sided glass and two sugar lumps that you will find many cafes and restaurants still provide.

Put the thumb and first finger of one hand on each side of the glass with your thumb pressing a sugar lump against the side of the glass. Balance the other sugar lump on top of the first.

The trick is to toss each lump, one at a time, up from your thumb and catch them in the glass!

You will almost certainly need extra sugar lumps when you ask your friends to try this. Several are likely to be smashed through accident or frustration.

The secret is that you toss the first lump up and catch it in the glass.

For the second, more difficult part of the stunt, you lift your thumb slightly off the lump, flick it up only very lightly and then drop the glass below it!

When people try this without knowing the secret, they use too much force to toss up the second sugar lump and the first lump shoots out of the glass.



Ten Coin Triangle

You need to know someone rich enough to have ten coins all of the same value for this bar bet.

Lay the coins in a triangle formation with four coins on the bottom row, then three above them, two on the next row and one at the top. Do it neatly, because it makes it easier for your craftiness to be seen when your friends fail to work this one out.

You ask them to flip the triangle end for end by just moving three coins.

Let them try and it is possible that someone will work this out, because unlike most of the other items I show you, there is no trick to it - just clear thinking but that is fairly rare anyway.

Take the coin at the top of the triangle and put it below the bottom row of four at the center point of the row.

With this much information it is much easier to work out the answer, and you may find someone reaching over to try to finish it for you. Have them restrained because this is your triumph - you did all the hard work!

Now, just take the coins from each end of the former bottom row and put one at each end of the original row of two. Your job is done and your reputation as a mental marvel very slightly enhanced.



Odd and Even

You show 10 similar coins and 3 glasses and challenge your friends to sort all the coins among the glasses so there are an odd number of coins in each glass!

Your friends will find this easy to do if you don't spell out the conditions clearly - all coins and all glasses must be used.

It is really in how you say it. Put 4 coins in 1 glass and 3 coins in each of the others. Then, put one of the glasses with 3 coins inside the glass that has 4 coins!

Now the glass which you put 4 coins in, has 7 coins in it.

So all the glasses have an odd number of coins in them!



Follow the Rules

What if you don't have ten coins for the previous trick?

This set-up might help you increase the number of coins in your pocket fairly quickly!

You need 2 coins of the same value and a slightly smaller coin. The relative value of the coins does not matter, just make sure two are the same size and one is a bit smaller.

Set the coins on the table in a row with the smaller coin in the center and all 3 coins touching.

You say, "These coins are Number One," point to the first of the larger coins, "Number Two," point to the smaller coin in the center of the row, "and Number Three. I want you to put Number Three," point again to the large coin which you named Number Three." In between Number One and Number Two. But, please follow the rules;

You cannot touch or shift Number One.

You cannot move Number Two, but you can
Touch and move Number Three."

You will probably have to keep a close eye on the
challengers because many will misunderstand the
rules, probably deliberately!

When you decide they have had enough time to work it
out, put one finger firmly on the center of the smaller
coin (you can touch but not move it).

Then use one finger of your other hand to draw
Number Three along the table until it is a couple of
inches away from the smaller coin. Now push it quickly
into Number Two which your other finger is holding in
place.

The force of the strike will travel through the smaller
coin and move the other large coin away.

You may have to do it a few times but you will get a
gap large enough for you to put your striker coin,
Number Three, between the other two.

It doesn't matter if your blows move the other large
coin inches away from the smaller coin as long as it
doesn't go off the table. You had to be able to put
Number Three between the other 2, they don't have to
be still touching each other!



Quick Knot #1

Put a piece of cord about as long as the width of your body on the table or bar in front of you.

Ask your friends if they can tie a knot in the cord without letting go of the ends?

Let them try. Then fold your arms and bend down grasping each end of the rope with the nearest hand.

As you straighten up, unfold your arms without letting go of the ends of the rope. The knot is loosely formed.

If you win money from them with this old swindle, quickly fold your arms again in case some sore loser wants to massage your solar plexus!



Match Puzzle

You lay 6 matches side by side in a row with their heads nearest to the spectators.

Ask them can they move just 2 matches and leave nothing?

This is simply a play on words. When they have tried, you just take the third match and lay it diagonally between the head of the first match and the other end of the next match. This gives a fair representation of a capital "N".

Leave the 4th match where it is ("I") but turn the 6th match ninety degrees and lay it back down with its head at the bottom of the 5th match ("L").

You have filled the conditions by moving only 2 matches and leaving nothing - NIL

It is okay if your friends groan, because you will almost certainly hear of them pulling this stunt on other people. If you are in the group where they do this, please play along and pretend you do not know the puzzle. Part of the Magician's Code is to be a good spectator as well as a good trickster.



Camel Coin

Fold a sheet of paper from top to bottom and then fold it left to right so that it is a quarter its original size

Unfold the paper, then cut a small hole where the creases meet.

Show your friends the paper and a coin that is wider than the hole in the center of the paper.

Ask them to push the coin through the hole without tearing or cutting the paper?

You will be the only one who can do the deed.

The creases in the paper are only there to mislead your spectators!

Put the coin on the table and hold the paper over it with the hole right above the coin.

Push at the coin through the hole in the paper with the tip of a finger or the point of the scissors.

You don't have to make the coin travel through the hole - you push (at) it through the hole!

With the right props you could push "a camel through the eye of a needle" but you might upset the camel.



Coin Catch

Show a glass, a coin and a straw.

Bend the straw in half, then put the glass mouth down on a table and put the coin on top of the glass.

Offer the bent straw to a spectator and ask them to lift the coin off the top of the glass using just the straw.

Don't give them too long to work this out. But no matter how long they have, your wager is safe. They cannot win!

This is a "betcha" or "bar bet", not a trick. The straw is only for taking their attention from your carefully chosen words.

Whatever chicanery or skill your friends have, the result will always be in your favour because the coin is on the bottom of the glass, so no-one can meet your challenge to remove it from the top!



Give money Away!

Ask your friends to put all the twenty-cent coins they have on the table with the side showing the year of production downward.

Say you will give them ten cents for each of the twenty cent coins where you get the date wrong! Does it sound like they can't lose?

They will as long as you make sure you get the dates **WRONG!** That's because your offer is that you will exchange (give them) ten cents for each of their twenty cents where you get the date wrong.

You make ten cents every time you "lose"!



Coin Clip

Put a glass mouth upward on the table.

Carefully balance two coins opposite each other on the rim of the glass.

Challenge your friends to take the 2 coins off the glass at the same time but they must only use the thumb and a finger from one hand to do it.

This will need a little more practise than other items I have shown you.

Put the tip of your thumb gently on the center of one coin and the tip of your middle finger on the center of the other coin.

Gently press the coins and slide them down opposite sides of the glass.

Keep pressure on the coins and, when they are about a third of the way down, draw them toward you. As the coins come off the glass, tighten your grip and drag them away.



The Next Card

To do this swindle, you need to learn the Two Flip Force or another way of making sure the spectator selects the card you want.

You let them freely select a card (the one you force them to take), then start dealing the cards face up on the table. Make sure you deal past their card and then ask, "Will you give me twenty cents if the next card I turn over is your card?"

They will think that they are on a sure thing as you have already dealt their card onto the table. They can see it there jutting out from cards you dealt on top of it. So they agree to the wager.

Instead of dealing the next card from the deck in your hand, you reach into the pile of cards you have already dealt and turn over their card!



Tricks with Cards

Tricks with playing cards are popular with all magicians and most audiences because they are colorful, understood by almost every person and available just about anywhere.



The 2 Flip Force

The most common card trick is that you ask someone to select a card, then reveal which one it is. This is one of the easiest.

You shuffle a borrowed pack of cards then ask a spectator to cut the pack twice.

They discard some of the deck and take the next card.

You, the Magician, know what the card is and reveal it in a fun but mysterious manner.

You shuffle the cards, spread them face up in front of the spectators, showing that they are a regular deck.

You need to remember the top card, that is the one they will choose!

Hand the pack to the spectator, ask them to cut just a few cards from the top. They turn over those few cards and put them on the top of the pack.

"To make this miracle a bit harder, cut the pack again a little deeper please". You ask them to again turn over the cut cards and put them on top of the pack.

Now ask them to take off and discard the face up cards, then pick up the first face-down card and show it to everyone but you.

You know it is the original top card so you can reveal it anyway you like.



Unfair Deal

One day someone will hand you cards so worn you wouldn't let your dog play with them and say, "Do some magic?" ! This trick is for that situation.

You play a game of Poker with the owner of the cards. Even when you let your 'victim' choose his cards, you win! You use just ten cards for this trick. You say that is to make it fairer but there is really nothing fair about it!

You need three sets of three cards of the same value and an Ace such as three Kings, three twos and three sixes with any one of the Aces.



It is easy to keep track of the Ace even when the cards are face down. That is important because is the player who gets the Ace loses the hand! The Ace is usually the most valuable card. It is a jinx card in this game.

If you deal the first hand, make sure the Ace is at an odd position in the face down stack so your friend gets it. Whatever hand you end up with, theirs will be no match for it.

Your friend deals the second hand. Make sure that you mix the cards and leave the Ace at an even position in the stack.

For the third and final hand, say that you will let them see the first few cards and decide whose hand they go to. The Ace should be one of the first two cards they see. Almost everyone knows that the Ace has a high value and will actually ask you to give them the losing card!



It IS a Set-up!

You can perform miracles if you arrange the cards in a special order called a 'stack' in advance. Here are 2 methods. The first is as easy as it gets.

You will need a little time to prepare the second stack that has more possibilities.

Odd and Even

You separate the odd cards from the even ones. Then thoroughly mix all the odd cards, red and black, together and square them up.

Now you mix all the even cards together, put them on top of the block of odd cards and square up the deck.

Spread the top half of the deck and ask someone to pick one card. As your friends look at and show the other spectators the selected card, you square up the upper half of the deck and spread the lower half to receive their card.

Turn the deck toward yourself and look for the odd card - the even valued card among a group of odd cards.

You can, if you wish, take out your friend's card and two others. Put them face down between you and use the "Magician's choice" technique explained elsewhere in this book to pick out the card they originally selected. This will help to take attention away from your stacked deck but don't worry; there will be few who can work out this trick if you concentrate on your presentation.



**It is a
Set-up
Eight
Kings**

Here is your second stack. This one needs a bit of time to learn but it will give you many ways you can reveal spectators' cards. Remember too that the time you invest to learn to do the trick properly will be returned many times over as you use the trick for years!

Your friend put their card back anywhere in the deck and then cuts the deck several times.

You just spread the deck face-up on the table between you and push out their card. They will probably think you used a marked deck!

This secret method of stacking any deck of cards in a few minutes is so good that it is unlikely anyone will crack the code.

You must memorise this doggerel;

EIGHT KINGS THREATENED TO SAVE

NINETYFIVE QUEENS FOR ONE SICK KNAVE.

It is a memory jogger) for this set-up;

Eight (8) Kings(King) threa(3)ten(10) to(2)
save(7)nine(9)ty

five(5) Queens(Queen) for(4) one(Ace) sick(6)
Knave(Jack)

Now just add the word ChaSeD - that stands for
CLUBS,

HEARTS, SPADES and DIAMONDS.

Arrange the cards in this order; 8 CLUBS * King
HEARTS *

3 SPADES * 10 DIAMONDS* 2 CLUBS and so on.

Using the CHSD order and with the 8 Kings sequence
means that the suits and the values appear thoroughly
mixed among the stacks.

When your friend or volunteer takes their card from
your deck and shows it round, just make sure that it
goes back into your deck at a different spot.

Then you only have to lay the deck down face up on
the table between you and check where their card
breaks the sequence you memorised.

Now quick, what card follows the 4 DIAMONDS?

If you said "Ace CLUBS", you are ready to wow your
friends with this stunning effect.



Pick the Center Card

This trick is so good you will find that it is worth putting together even if you have to buy a cheap pack of playing cards, some glue and paper-clips so you can do it! But you can use any odd playing cards you may have laying around.

Just glue five together, all facing the same way - two spot cards at each end and a picture card in the center. Show your victim, er volunteer, the row of cards and give them a large paper clip or a clothespin. Then turn over the glued row of cards and ask your friend to "Just pick the center card".

It may seem very easy, but when they have placed the clothespin or clip to their satisfaction, you turn the row of cards face up again. There is only about one chance in a hundred they clipped the center card!

You can prove to sore losers that you did not slide any cards around to make them miss the center card.

Because of a simple optical illusion, you will score better than 95% success.



Mixed Up!

You quickly find your spectator's card even though you helped him lose it. A great trick to use when you are given a very worn deck of cards.

It's your help that makes the trick work of course.

You each take about half the deck and shuffle thoroughly. Then you ask him to look at the top card on his half and put it face down on the pile of cards in front of you.

Then he puts a few cards from his pile on top of your pile, the next few under your pile, Let him repeat these two steps until all the cards are in the one pile. Now you ask him to cut the deck into a few piles and then put the piles together in a different order.

After all this mixing, you simply look through the deck and remove the card he looked at.

This is very easy because you secretly looked at the top card on your pile while he was looking at his card,

before he placed it on your pile. So the card he looked at will be immediately above the card you remember.

If your card is now on top of the deck, then his card is the bottom card.

You should always get volunteers to show their selected card to other spectators in case they forget or decide to say the name of a different card just to trip you up.



Reversed Relations

You won't even have to know what card the spectator chose this time. It will reveal itself at the end of the routine!

Turn the bottom card of your deck face up before you offer to show your new card miracle.

Fan the cards between your hands, being careful not to spread the deck so far that the reversed bottom card can be seen.

Let anyone select a card and you close up the deck. Ask them to show the card they chose to several other spectators.

While they do that you secretly turn over the deck of cards.

Ask them to push their card face down anywhere they like into the deck.

Put the deck behind your back, saying that you will try to find their card just by touch. But all you do is turn the deck over again! If you want to be extra careful, turn the original bottom card face down again.

Now you bring the deck into view and say your fingertips are having an off day so you will have to try something else.

Ask your volunteer to say the Magic Word as you spread the deck on your table and everyone will see that the chosen card is now the only card face-up!



The Cut(e) Force

You shuffle the deck of cards and ask your volunteer to say "Stop" when they like. Right away, you ask them to cut the deck and look at the top card of the lower section.

Ask them to show that card to other spectators and you pick up the rest of the deck and show everybody that it is a regular deck of cards.

While you do this, secretly remember the bottom card.

Now they put their chosen card on top of the deck and you let them cut the deck as many times as they want.

Turn over the deck and spread the cards. Point to the card below the one you remember - that is their chosen card!



CLOSE-UP

MAGIC

Up Close and Personal

When people know you can do Magic, they will ask you to do something NOW. They won't wait until you have a stage act ready.

These close-up tricks impress your friends more than any television spectacular because you are right under their noses.

The first section has tricks that need no preparation.

Then you learn tricks that need some set-up.

All the tricks should appear "off the cuff" to your friends.



Double Your Money

Show a banknote lying on your palm at right angles to your fingers.

Ask a spectator to duplicate your actions with his own note and you will show him how to double his money!

When he is ready, raise your hand and the note in front of you. Then you fold your note back toward you. Say, "I have now doubled my money".

"Groan". But wait! Fold the note over toward yourself again, then fold the sides together. Now unfold the note and show you have 2 banknotes where there had been only one!

You need a little preparation to do this simple miracle and the unexpected outcome is very impressive.

You start with 2 notes. Fold one in concertina style about 3 times then fold the top and bottom together so you have a small packet that you hide in the palm of your hand under the note that you show your audience.

The concertina fold; fold a small section at 1 end of the note forward onto the main part of the note. Then fold the double thickness behind the note.

Your third fold is to bring the triple thickness onto the front of the note. When you have folded the whole length of the note, let one end go - it will open out in a zigzag or concertina fashion.

The hidden note will spring out of the unfolded first note, giving a faster and more effective finish.]

Show your volunteer "the only safe way to double their money". When they think the gag is over, ask him to do exactly what you do.

Start folding the visible note in various ways. While you friend is just folding one note you have your TWO notes folded together. When you unfold the outer note, the hidden note will spring open.

You doubled your money.



Clever Bird

Here is where you display your skills as a bird trainer. But not the average magician's dove, you train plastic birds!

Show everyone a length of thick cord with 3 knots tied in it at approximately equal distances apart. The knot at your left has a bangle suspended from it and in there sits your favorite pet, Percy the Prestidigital peregrine, 100% plastic but smart enough to fool any audience with your expert help.

You say that Percy will not only jump to the other end of the cord but he will take his perch with him (you have to keep the budget down so can only supply one bangle!).

But Percy needs his privacy so you quickly move the whole set-up behind your back for a moment.

Of course, you reverse the ends of the cord while it is behind your back so this time the bangle and the "bird" is at your right.

Your audience will probably display slight indications of disapproval here, so you say that tonight, just for them, Percy has agreed to try an even more difficult feat. He will travel with his perch to the center knot. Everyone knows this is impossible, unless you cheat.

Well, you and Percy do it. And yes, you do have a little up your sleeve. Well, it is really the extra knot in the cord that is hidden in your hand through the early parts of the routine which makes this miracle possible.

You start the routine with the extra knot in your left hand, about the same distance from the knot with the bangle as that knot is from the next knot which is the one the audience think is the centre knot.

When you do the first switch of ends, you make sure the hidden knot is smoothly exchanged from your left hand to your right so there is no apparent change as far as the audience is concerned.

But the next time you put the set-up behind your back, your right hand releases the hidden knot and your left moves along so the rope and covers what had been the visible knot at that end of the rope.

Now, you only have to bring the set-up to the front again and Percy can get his deserved applause!



Crushing a Glass!

Sit at a table and put a glass mouth down over a small object such as a matchbox.

Cover the glass with a stiff napkin or serviette.

Wave your hands over the cloth and then take the cloth away, but the matchbox is still there.

You ask to have one more try and, with loud vocal support from your audience, smash your hand down on the cloth!

The glass vanished, not the small object!

Use any object that is narrow enough to fit in your glass.

Use both hands to mould the cloth around the glass when you cover it the first time. The cloth will keep the shape of the glass even when the glass has gone.

Each time you lift the cloth, take the glass away with it back past the edge of the table. The second time, quietly let the glass drop from under the cloth into your lap.

Then you put the stiff cloth back over the object. Remember to act as if the glass is still under the cloth, so you are moving some weight, not just a piece of fabric!

Say that you will make the object you covered disappear this time. Get your friends to say the magic words and wave your hands round the cloth before you suddenly crush the cloth to the table.

The glass vanished!



Reflex Vanish

All you need for this little miracle is a short pen or pencil.

Tap a short pencil on a friend's open palm and say, "I will do this a few times but grab the pencil when I say Now!"

On the third tap, you say "Now!" and your friend grabs ... nothing. The pencil vanished!

Bring your arm right up after each tap so your hand pass your ear.

On the second swing, you leave the pencil behind your ear.

Bring your hand down, say "Now!" loudly and extend your first finger.

When your friend quickly makes his grab, he will trap your finger and realise the pencil has gone!

Practise for smoothness, that's more important than speed.



Coin- cen- Tration

Ask a friend to lay three coins of the same value and one coin of the higher value in a straight line.

Turn your back and tell your volunteer to switch the valuable coin with one beside it a few times.

After they make the switches, ask them to take away three coins one at a time while you can't see them.

They will be amazed it is the valuable coin left on the table!

This stunning demonstration of your mental powers is so easy. You only need to be able to count to five, all the work has been done!

When they lay out the coins randomly, remember where they place the valuable coin is in the row.

Turn your back. You won't look while telling them what moves to make. You don't need to see them.

You face the same way as your volunteer so it is easy for you to picture the coins as they see them.

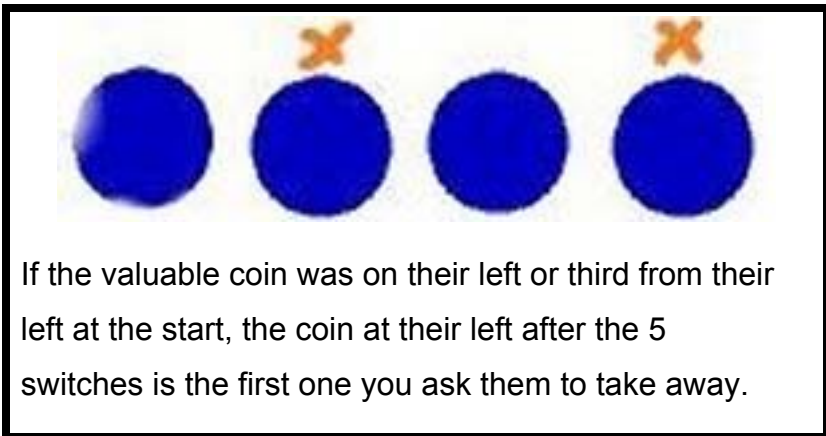
Ask them to switch the large coin with one alongside it.

Ask for another switch, and then another.

And then another. Then one more switch.

Your friend has done five switches. That is important but you pretend you have no particular number of switches in mind, and you are just stopping after a random number.

What position did they place the special coin at the beginning?



If it was nearest their left hand or third from their left;
Ask them to take away the coin that is nearest their left hand.

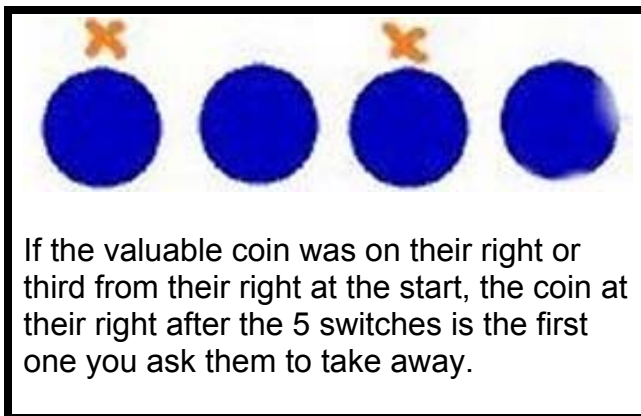
Now ask them to switch the special coin with one alongside it. It will be on one end of the row, so this move will put it in the center.

Now ask them to take away the coin at the right end of the row.

Just one move left, isn't there?

You ask them to take away the coin on their left.

Now you turn to them and show that the only coin left on the table is the special coin!



If it was nearest their right hand or third from their right;

Ask them to take away the coin that is nearest their right hand.

Now ask them to switch the special coin with one alongside it.

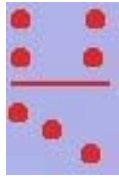
It will be on one end of the row, so this move will put it in the center.

Now ask them to take away the coin at the right end of the row.

Just one move left, isn't there? Ask them to take away the coin on their left.

Now you turn to them and show that the only coin left on the table is the special coin!

Practise this a few times privately. It is easy to remember



Mental Block

Let's revert to childhood games for a few minutes.

Do you remember playing Dominoes?

If you did, but never won a game, here is your chance for revenge!

You pour onto the table your set of dominoes, then show your friend a sealed envelope. You say you have put your prediction in the envelope before they start.

Yes, once again they do the work and you get the credit!

Ask your friends to create a single domino trail where each domino is next to another domino that has the same number on one end of it. So, if the first domino has two spots on one end and five spots on the other, they may only put a domino with either five spots or two spots next to it in the trail.

When they have completed this trail, ask anyone to open your prediction and they will find that you

predicted, even before they started, the numbers on each end of the trail!

You have to use your own set of dominoes, or get the person who supplies the set to prepare it before bringing it to where your spectators can see it.

All you have to do is take one domino away from the set that you lend them to create the trail. The numbers which are on the missing domino are the ones you predict because you can be sure they will be the numbers on the ends of their carefully constructed domino trail!



Phone-y Mind Reader

Sometimes you want to give credit to others like your friend the Mental Giant.

He (or she) is the person you phone when you just can't work out the card someone chose.

You offer to demonstrate. Ask someone to pick any card from the deck. Then they show it around, even you can see it this time because you won't tell your friend, the Mental Giant, what it is. You don't need to!

You can do this trick even if you don't have a deck of cards! Just ask any of the spectators to say the name of any playing card.

Now you phone your friend, then ask if he is feeling up to reading someone's mind at long distance?

You pass the phone to the person who selected or named the card and your friend, the Mental Giant, immediately tells them the name of their card!

You realise that it must be done either with telepathy or by cheating. I don't have enough time to explain how to do it with telepathy so we'll get on to the other method!

You have arranged with your friend to answer the phone promptly. When they do, you only identify yourself and then they start to say the suits of cards, leaving a pause between each, "Clubs... Hearts... Spades... Diamonds".

Immediately after they say the correct suit of the chosen card you ask to speak with the Mental Giant.

Now they know the suit, so they start to say the card values from Ace to King with a pause after each one.

When they say the correct value, you immediately ask if they are willing to read your volunteer's mind?

Now they have both the value and the suit, so you pass the phone to your spectator and prepare to amaze them!



Coin- with 2 Heads

With just a little practise, you can turn any coin - even
One that you borrow into a double-headed coin!

Ask a friend to loan you a coin.

Say, "Did you realise that you had a double-headed
coin?"

You show them the head side of their coin, and then
turn over your hand as you drop the coin to your other
hand.

And there is a head on the other side!

When your friend has seen the coin in your hand you tilt
that hand so the coin starts to fall down to your other
hand.

Then you turn over the hand that originally held the
coin.

The illusion that the hand turned over before the coin
left is perfect.

When your friend sees that the "other side" also has a head on it, they will eagerly grab the coin back just to find that it is a normal coin again.

It's nice and simple but you need to practise for smoothness.



Blood From a Stone

You show a small stone in your left hand, then raise your right arm and rub the stone against your right elbow.

You ask, "have you heard the expression 'Blood from a stone'?"

You put all your fingertips on the stone and squeeze. Little drops of red liquid flow from the pebble.

"How do I do it? I used to work for the I.R.S.!"

Well, not really. Before you start, hide a cotton ball with a little bit of red colored water in it behind your shirt collar.

When you lift your right arm to rub the coin against your right elbow, secretly grab the cotton ball from behind your collar with your right hand.

Then you put all your fingertips and the cotton ball on the coin and squeeze.



Sticky Metal

This is our first trick where you tell the audience how to do the trick and even give them the prop.

But you still deliver a sharp surprise!

You use two similar coins, a blunt thumb-tack (or a short, blunt roofing nail) and a spoon.

Hold the spoon vertically in front of your chest with the open bowl toward you. Say you will show your friends a neat stunt they can do for their children.

"If you breathe into the bowl of the spoon and press it against your nose, your breath in the bowl will help the spoon stick to your nose!

Then you show them how to do the same thing with a coin.

But you came prepared with your tack glued, point outward, to one of the coins.

When your hand comes out of your pocket you have the ordinary coin at the fingertips and the coin with its attached tack hidden in your palm. That's why you must use a blunt tack.

You breathe onto the coin or rub it against a moist glass and then press it to your forehead. It should produce some funny comments, then you offer to let a friend or audience member try it.

Take the coin from your forehead and make it seem that you are just passing it to the volunteer but you switch coins and drop the tacked coin in front of them.

It may take a few seconds but they will get the point!



Vanishing Coin

Show a coin on your palm, and then put an opaque cloth over it. Ask some friends to reach under the cloth, one at a time, to verify the coin value and its continued presence.

As the last one confirms the coin is still there, use your other hand to gesture magically. Then get someone to take away the cloth.

The coin has gone under "test conditions"!

This is one of the few items where I ask you to use a human gimmick, stooge or confederate. The last person to check the coin is the one you have arranged to secretly help you. They take away the coin!

This will be easy to organise because almost everyone will go along with you just to see the effect on his or her other friends and be the one who knows something that no-one else does.



The Matchbox Bank

Show an open matchbox to your friends and ask them to drop 2 coins of the same size in it.

Close the box and rattle it as you say the Magic word.

Ask a spectator to open the box and drop the contents on the table. Your friends saw the box was empty, they dropped only two coins in but now there are **THREE** coins!

Prepare the box by pushing a coin about halfway in the gap between the drawer and the top of the cover. Then push the drawer halfway in the cover. Keep the coin balanced on the end of the drawer as it slides out of sight inside the cover.

Show your audience the half open matchbox. They drop two coins, the same value as your hidden coin in the box.

Quickly slide the box shut as you begin to shake the box and the rattle of the 2 donated coins hides the sound of your coin dropping in with them.

You could start with a small number of matches in the box and hide a few matches between the drawer and the cover instead of using coins.

Ask someone to count the matches that are dropped from the box, then close it and shake the box so the hidden matches join the others. When they count the matches again, you have done a small miracle!

Coins are better because counting tricks can be boring and almost everyone's attention will be more easily held to any trick where you use some of their money!



The Houdini Candy

Show a doubled cord with several candy rings hanging on it.



Hold the 2 ends of the cord. The loose candies have the cord through their central hole and are stopped from falling by a candy firmly attached to the double end of the cord.

Ask two spectators to each hold one end of the cord. Cover the cord and candies with a handkerchief, then reach under the handkerchief with one hand as you ask them to say the magic word.

Your free hand takes away the cover and everyone sees the candies loosely piled on your other hand. You didn't cut the cord. It is real Magic!

There is no stooge. Double a piece of cord and push the folded part through the center hole of one candy ring.

Open out the folded end of the cord and slip the candy through it, then pull the ends of the cord so the loop tightens.

It looks as if the candy is firmly attached.

Push the ends of the doubled cord through several rings and you are ready.



Have a spare, clean handkerchief to use for the trick because these days nobody may have a spare handkerchief with them, just tissues.

Let your friends see the candies are "locked" on the cord, and then cover them with the handkerchief.

Reach under the handkerchief and loosen the loop of cord that holds the single ring in place. It is a very good idea to practise even a simple move like this in private before stunning your friends with it. When you push the

loop back over the candy, all of the sweets will drop onto your palm. Then you can take off the handkerchief and show that you have accomplished your mission!

You could also perform a larger version of this trick in your show. Just make some large flat rings from light wood, paint them different colors and use thick, colorful cord in place of the string and a cloth instead of a borrowed handkerchief.



Knot Impossible

The easiest magical appearance of a knot there is!

Please remember you will anger anyone if you tell them how you fooled them with this. They will be upset they were so easy to fool and not be impressed!

You raise one arm to shoulder height, showing a rope hanging down from your raised fist.

Flick the arm upward slightly so the rope jumps up and you catch the free end with the same hand, then let the end of the rope drop down again.

If you want, give a volunteer a similar piece of rope and ask them to copy your actions. Joke with volunteers but keep it friendly. Upset them and you look like an amateur.

Then your friends will not volunteer or watch your "miracles" next time.

You can, of course, let the volunteer choose a piece of rope so everything looks fair.

Flip the rope up and catching it a couple more times.

Suddenly you drop the end of the rope and a knot magically appears in the rope!

The simple method lets you concentrate on your presentation and entertaining your friends.

You tie a small knot in one end of the rope before you bring it out to show your friends. Keep this end in your fist while flipping the other up and down.

You only have to decide when you will catch the plain end and switch it for the end with the knot. About three flips are usually enough.

How do you let the member of the audience choose one of the pieces of rope when one is gimmicked?

You hold one piece in each hand in front of your friend, making sure to keep the knot out of sight in your hand.

Ask the spectator to point to one piece of rope but don't tell them why you are asking or what you are going to do.

If they point to the gimmicked rope, you give them the other piece and if they point to the plain rope, of course you give them that.

You put no great importance on the choice and they will not be suspicious but it will make it harder for them to figure it out because everybody will think afterwards the volunteer had a free choice!



Hop Off Candy

You need round candy rings for this trick. While white peppermint flavored ones are most common, there is no reason you can't add some color to the trick with other types and colors.

Thread a candy ring on to a cord and cover it with a cloth, then ask two friends to hold the ends of the cord.

You can now ask everyone for the Magic Word, reach under the cloth and bring out the candy. Someone will quickly remove the cloth but there is no clue. The candy jumped off the cord to your palm!

You need 2 identical opaque candies and one has to be secretly prepared in advance. You are about to make what Magicians call a "gimmick", a device that secretly does the work you take the credit for.

Carefully break the candy in half, then "glue" the pieces together again with a couple of drops of water. The other candy is hidden in your sleeve. If there is room under your watchstrap, push the extra candy there until you need it.

When you reach under the cloth, you quietly squeeze the pieces of the gimmick candy apart but, of course, you don't show anyone the gimmicked sweet! You swap it for the regular candy hidden in your sleeve before you bring your hand out from under the cloth.



Vanishing Knots

Show the cover off a matchbox. You don't need the tray or matches for this easy but baffling vanish. Tie a single, loose overhand knot round the cover with a piece of string.

Tuck one end of the string inside the cover, then push the knot off the cover and push it inside at the same point you put the end of the string.

The knot will immediately vanish! You don't have to do anything clever.

It's important to remember that you don't need to tell your audience what you are going to do. That will tend to bore them. Instead, talk about Black Holes or something which is appropriate to your audience and the occasion.



Hypnotised Hanky

& Bonus Hanky Bunny

This effect needs you to have a clean handkerchief which is something you should carry with you because they are increasingly rare these days with almost everybody using tissues.

Your show the handkerchief around, then tie a knot in one corner.

Make a loose fist around most of the handkerchief allowing the corner with the knot to stick up a few inches.

Now you gesture in a mysterious manner with your free hand and the knotted corner follows the movements giving the appearance that you have hypnotised the cloth.

Of course, there is a more mundane explanation. Most of the handkerchief is gathered in your fist, your thumb is pointing up behind the knotted corner and in contact with the cloth.

You can make the corner dodge and weave by pressing your thumb against your fist and then releasing it. The effect you want to give is as if there was a thread from your gesturing hand to the knotted corner.

Bonus; The Hanky Bunny. To amuse small children (and yourself) lay a white or any solid colored handkerchief over the back of your right hand with one corner about two inches forward of your fingers.

Bring the corner to your right down between your fingers and thumb, then up between your little finger and fourth finger.

Bring the corner to your left down between your fingers and thumb, then up between your middle finger and first finger.

If you now tuck the front corner under your middle fingers into the folds of cloth, you will have a fair representation of a long eared rabbit which you can allow to graze along your left arm, bite your nose and get up to whatever your imagination permits.

Do it for just a couple of minutes, you will get a good response and then you can fill some time showing your audience how to make their own rabbits.



Sticky Coin

You have to do some work with glue or (my preference) double-sided tape but the response you will get with this trick is worth it!

You need a large coin and a small coin. Fix the small coin on to the larger coin. Put it off center but make sure that it does not touch the outer edge of the larger coin.

Now find another coin as near to identical as possible to the smaller coin on your gimmick.

You keep the single coin in your pocket and show the gimmick with the smaller coin uppermost. Your spectators see two ordinary coins.

You make a fist around the double coin gimmick and turn your hand over.

Remove the gimmick from your fist with just the thumb and forefinger of your other hand.

Ask your audience, "what coin is left in my hand?"

Whatever they answer, you open your fist and show the smaller coin has vanished!

Now you can make the coin (actually the duplicate single coin) re-appear where and when you want.



MEMORY MASTER

Want to reduce lapses of memory?

Here is a simple method for remembering what you went to the shop for, or the secret ingredients for Aunt Bessie's fudge.

This system is one of the pegs of those expensive courses you see promoted on late night television. Your memory will improve!

Did you realise that you always remember when your holidays start or when your next pay rise is due? You remember anything easily when you pay attention and are interested in it!

Preparing, say, ten crazy pictures and indelibly pasting them to the numbers from one to ten in your mind.

Here is a sample list;

1. SUN sounds like ONE a crazy cartoon sun

2. GOO sounds like TWO a pot of glue
3. TREE sounds like THREE oversize tree , lots of branches!
4. LAW sounds like FOUR think of a policeman
5. HIVE sounds like FIVE think of a beehive
6. DISK sounds like SIX think of a computer disk
7. HEAVEN sounds like SEVEN think of clouds, angels
8. CRATE sounds like EIGHT think of a fruit crate
9. MINE sounds like NINE think of a mineshaft or miner
10. PEN sounds like TEN think of a pigpen or writing pen

It should be very easy to think of something to visualise for the pictures.

You can substitute anything that you think is easier for you to link to a variety of items for any of the ones I suggested.

Make the pictures really outrageous because no-one will ever see them or know what they look like unless you meet a real mind-reader!

Most people will find this takes no more than half an hour.

Do not worry if it takes you longer than that. You will use these peg pictures for the rest of your life.

Ask a friend if they want to improve their memory. Most will jump at the chance. Show them this system and you can help each other to learn.

This will accelerate your rate of improvement.

Take turns to make up ten unrelated items (maybe a shopping list) for the other person. Ask them to write them down as they tell you so they can check that you get them right.

For each item they say, make a ridiculous association with one of your mental pictures. If their third item is dogfood, you could think of a tree (you remembered that was item three, didn't you?) covered with packets of the dogfood you usually get.

When they have written all the items down and put their list out of sight, ask them to quiz you on the ten items.

Do them first in order but you will find that with only a little practise, it is easy for you to call them up in any sequence.

Change your list of practise items each time. The old list will be wiped when you do it the next time.

This exercise will increase the accuracy of your recall in other circumstances.

There is no reason to stop with just ten pictures. When you are comfortable with ten, go to twenty (SENTRY?) and more if you like.

This feat with a hundred or more items is performed by professional mental magicians around the world.

You will still impress your friends when you demonstrate your own achievements with a smaller number of items, especially when you invite them to try to do it themselves.

You don't have to accept what "everyone" knows, that "we have a bad memory" or that "it deteriorates with age". Our recall rate is poor because we don't exercise it enough and, through laziness, we don't take the trouble to remember things.



MENTAL MARVELS

Tricks where you display unusual mental ability are very popular with most people, especially if you say that they too have these abilities and you are demonstrating what almost anybody in your audience can do if they spend years studying to develop their own minds.

Of course, they would have to also read this book but you probably won't tell them that!



Pendulum Prediction

Can you predict the future or sex or if an unborn child will be a boy or girl by using a pendulum?

Make your pendulum with yarn and a paperclip or make a special one with a large bead and craft cord.

Researchers say that our brain tells our automatic body functions what result we want and imperceptible muscular contractions provide the motion, either circular or in a straight line, to the pendulum.

But it might be magic!

Instead of the boy or girl question, ask a volunteer to put a five dollar note in a small envelope, mix it with several other envelopes and divine which envelope has the money!

You will always get this right if you secretly mark the envelope first.

Most people have a fascination with superstitions and the arcane.

You will find that many others want to try their hand at divination too.



The Hex Mark

Draw a short stroke with a soft crayon or piece of charcoal across the crease in your palm.

Close your hand tightly and make a similar mark on the back of your hand but at right angles to the first line.

Use a cloth or tissue to rub the mark off the back of your hand, say a Magic Word and then open your hand.

Your friends will be surprised to see that there is now a cross on your palm - the mark you rubbed away has been pushed through your hand to join the first line!

Just follow the steps in the previous paragraph.

Because of the position of the first line over the crease on your palm, a "copy" is created at right angles when you tightly close your fist.

The effect you get with this very simple ruse depends entirely on your presentation. A bit of arcane mumbo jumbo might be just the thing to dress this up for your friends.



Color Reading Fingertips

Show a small bag and 4 balls of different colored wool, each ball is the same size and weight.

Ask someone to put the balls in the bag and shake it around.

They hold the bag above eye-level and say any one of the colors.

You put a hand in the bag, feel around gently and take out the correct ball!

The method is very simple, that's always the best! You or your partner ties each ball of wool with different knots which are hard to see but very easy to feel.

You could have a small cluster of knots, a single knot, no knot (just a spot of glue on the end of one ball to hold it in place), even a normal knot with a small loop sticking out of it.

When you show the wool and the bag at the start of the trick, you let each person examine only one ball at a time.

By the way, it's not a good idea to offer things you use for examination. Try to give everyone the impression that you always use normal items.

They won't think otherwise if you don't put the idea into their heads.



Crayon Divination

Give several different crayons to a friend.

Ask them to select one and put it in your hand after you turn your back.

With just a second for thought, you correctly divine the colour of the chosen crayon!

Assuming you cannot really read your friend's mind, just follow these steps;

Give your friend the crayons, turn your back and put one cupped hand behind you.

When your friend puts the selected crayon in your cupped hand, turn the crayon over and make it appear that you are weighing it.

Then ask your volunteer to take back the crayon.

Put your hand to your forehead and, if you remembered to scrape a small piece of crayon under a fingernail, you will be able to make your friends believe you really can read their minds.

You just need a small trace under your nail to know which crayon was selected.



Dowsing a Dollar

Show the group a small foreign coin or unusual medallion.

After you leave the table, they choose one person to pick up the coin and hold it to their forehead for 20 seconds in their fist. Then everyone is to put one fist on the table. They should all use their left hand so that there is no possibility of collusion (as if you would!).

When you return to the table, you have a coat hanger or a magic wand or a swizzle stick with you. Say, "I will show you how water dowsers work, but we will use the coin (or medallion) because it will be less messy".

Slowly work your way around the table and, after a few false readings, reveal who holds the coin.

You use an unusual coin or medallion to prevent the embarrassment that a friend of mine suffered. He used

a regular dollar. When he revealed the person who had the coin in their hand, everyone else opened their fist to show they all had a dollar in theirs as well. Ouch!

The coin is not the gimmick. The secret is that the chosen person who held the coin to their forehead will have an unusually pale fist because of the action of holding their hand up to their forehead for a period of time.

This effect will fade fairly quickly so do not delay getting back to the table with your dowsing device more than a few seconds.



The Human Gimmick

Ask a spectator to deal 9 cards in 3 rows, face up.

You turn your back and another spectator points to one card.

Turn back to the table and demonstrate your mind-reading ability by quickly pointing out the randomly chosen card!

The trick depends on you arranging for a friendly spectator to secretly point out the position of the selected card in the few seconds between your turning back to the table and "reading the other spectator's mind".

This has been done in many ways from a small movement or even a cough as you move a finger over the right card but the simplest and least detectable method is this;

Your stooge is the person who deals the 9 cards on to the table. They hold on to the deck of cards while you

ask for another spectator to point out any one of the cards on the table to the group after you turn your back. Show your friend well before the demonstration how to mentally divide the back of the top card into a 9 square grid (like noughts and crosses).

You talk about mind-reading as you turn back to the table, taking the group's attention off the dealer. The dealer changes their grip on the deck so that they have only one finger or thumb visible on top of the cards and they put that on the imaginary grid in the square corresponding to the chosen card.

If the card is in the middle of the row nearest to you, they will grip the pack with their visible finger pointing to the middle of the short end of the deck nearest to you.



The Perfect Prediction

If you can really read minds, skip this section! If you just want to make people think you can, read on....

Take 3 playing cards face-up out of a small envelope.

Ask a spectator to name any one of the cards.

You immediately show that you predicted their choice!

Use an opaque envelope, slightly wider and longer than the cards. Say your cards are a black 3, red 8 and an Ace.

Use a quick drying marker and write on the back of the 8 "You will choose the 8".

Write on the back of the envelope, "You will choose the three".

Write on a strip of paper "You will choose the Ace".

Fold the paper and put it in the envelope before you put the cards in.



When you are ready, show your audience the envelope (with the marked side of the envelope away from them).

Take out just the 3 cards face up, leave the paper strip behind.

Ask anyone to name one of the cards.

If they choose the "8", turn over all 3 cards.

If they choose the "3", put the cards back in the envelope, then show the prediction you wrote on the other side of the envelope.

If they choose the "Ace", pick up the envelope and shake out the strip of paper with your "Ace" prediction on it.

You do not let them handle the envelope or the cards. Put the cards in the envelope and put it back in your pocket.

Just remember to make another paper strip and put it in the envelope.

Then you are ready to show another audience this miracle.



STAND-UP MAGIC

Don't Just Stand There

Here are some tricks and stunts that need a bit of space and an audience. They are great for social occasions.



Sticky Coin without a Table

The handkerchief with glue on it made the "sticky coin" vanish easily but you can do it even when there is no table if you do a little preparation in advance.

Stitch a coin in a corner of the handkerchief.

Borrow a similar coin and have it marked.

Show the handkerchief and take the borrowed coin under it. As you do this, drop the borrowed coin into a pocket. This is easy - the handkerchief covers your move from the spectators.

Draw the stitched-in coin up under the center of the handkerchief and ask the lender to feel their coin "for the last time". They won't know it's your coin.

While they hold the coin, bring your hand away from under the handkerchief and grab another corner.

Ask them to let go and say the magic word while you pull the handkerchief clear. Their coin is gone!

Or you can sew your coin into the bottom section of your tie.

This does not work if you are wearing a bowtie.

Show the handkerchief, take the loaned marked coin under it and slip it in a pocket, then draw the loaded section of your tie up under the center of the handkerchief.

When you whip the handkerchief away, your tie will drop back into place.



It IS Up Your Sleeve

This is a great trick if you have young children and want to teach them a trick which they can do.

Magic is a great hobby for almost everyone from seven years of age to older than me! And while they practise and present Magic their social skills, dexterity and confidence increase.

Show a 90cm length of rope, a bangle or similar size ring and a large opaque cloth.

Ask someone to tie each end of the rope round one of your wrists, pick up the bangle and get them to cover your hands and fore-arms with the cloth.

Say the magic word, then when they take the cloth away.

The bangle is threaded on the rope and they can see their knots have not been disturbed!

You need an extra bangle and must be wearing a jacket or topcoat.

Hide the extra bangle on your arm under a jacket sleeve.

When they cover your arms with the cloth, slip the displayed bangle inside your jacket and let the hidden bangle slide down your arm onto the rope.

Ask them to remove the cloth and they will see the bangle on the rope!



All Tied Up

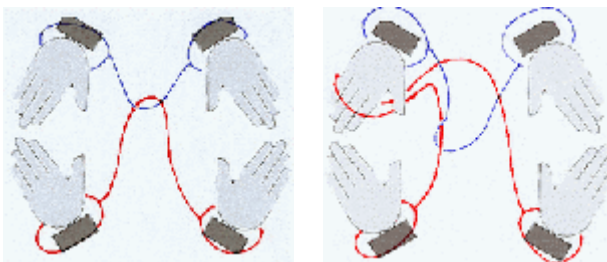
Ask 2 friends to stand facing each other with their arms extended.

Loosely tie one friend's wrists together with a length of rope. Tie the other person's wrists together with a similar length of rope. Before you tie their second wrist, take the end of the rope behind the rope securing their friends hands so the crossed ropes connect them.

You tell them they must get loose without untying or cutting the ropes.

They can do the Magic this time!

There are no acrobatics or concealed scissors needed. Just fold the center of one rope and pass it through the circle of rope round one of the other person's wrists.



You will see the ropes simply slide apart. You say that you tie the ropes fairly loose to make sure that they are not hurt but it is really so that there is enough space in the loops around their wrists that you can push the folded rope through to get them free.

Adjust the length of the ropes according to how friendly the volunteers are. Try to pick 2 out-going people who will enter the spirit of the stunt to ensure that everybody enjoys it.



Book Bank

You hold an open hardbound book flat on your hand and ask a spectator to drop a few coins on it.

Ask him to confirm the number of coins, then cup his two hands together.

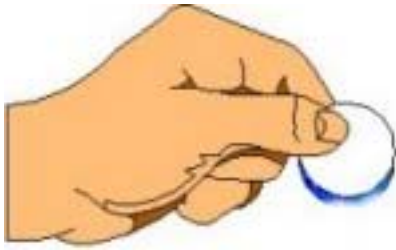
You tip up the book and pour the coins into his cupped hands.

You say, "I call this 'the Value of Reading!'" as you close the book and ask your friend to count the coins. While he put, say, 5 coins on the book he will find eight when the coins he holds are counted!

While this seems amazing, especially as the book can be left with your friends (there's nothing to find), the method is almost as incredible.

You hide the extra coins inside the spine of the book before you start. They will slide into your friend's hands when you tip the book forward to let the visible coins go from the book to his cupped hands.

Be sure to check in advance that the coins you want to use will slide easily from the spine of the book when needed and there are no damage to the inside of the binding which could obstruct their path.



Catching Cards n Coins

You probably have seen many magicians in stage shows and television specials catch hundreds (apparently) of playing cards or coins by just raising one hand skyward.

I cannot give you their methods here and you should be grateful because it takes them longer just to acquire the skill to produce those cards or coins without showing the effort they are expending than it will take you to learn everything in this book.

This is the Ezy way! It works almost as well and takes less time to prepare than boiling an egg.

You wrap a small band of double-sided tape around your middle finger of the hand which will gather the cards or coins.

Then you attach just one card (or coin) to the tape on the back of your hand.

Here is the trade-off, you need to tape the card with the back out because you don't want to show that every card you catch is the same.

The professionals catch whole decks of cards and show the faces almost all the time. If you want to use their method, start to learn now and come back to this book in a couple of months when you have mastered it. For the rest of us, with only limited time to study, we will be satisfied with just showing the back of the card.

You just reach up with the hand that has the gimmick on it and bend your fingers into your palm when you want to show you have caught a card.

You prepare the bag or box which you are dropping the cards in by putting a jumble of cards in it before you start. When you bring your arm down and your hand (with the card displayed) goes into the box, make sure you take your whole hand below the edge of the box.

Then you straighten your hand out again and raise it up with the palm toward your audience, ready to catch another card.

If you are using coins, use a metal bucket instead of a box to put them in and tap the inside of the pail to imitate the sound of each coin you put in.



The Ball in the Bag

Forgive me for this trick please because it is not really Magic.

You show a large paper bag and tell everyone you have a new superfast high bounce ball in your other hand. But it's invisible.

You pretend to throw the ball up gently and bring the open bag across so the "ball" will fall in the bag.

And it does! Well, at least everybody hears it land.

You have to act as if there really is a ball and you are bouncing it around.

That is part of why this can go very well. The rest of the "secret" is how to make the sound of the ball bouncing into the bag.

You hold the bag with a thumb on the outside and your first two fingers, one on top of the other, pressing

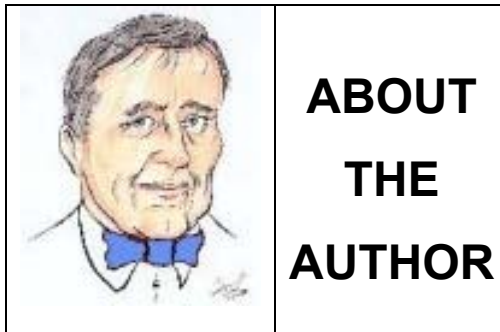
against the thumb through the bag. When the ball is landing in the bag, you snap the top finger off the other one and everyone hears the sound of it hitting the bag. That makes a very satisfactory imitation of the sound a real ball would make landing in the bag.

Remember to drop the bag and the hand holding it down a little when the ball lands. That little touch also adds to the fun.

You do this a few more times, claiming that you are performing more difficult throws and catches each time. Then you take the invisible ball out of the bag (!) and ask a spectator to catch it. Most people will go along by this stage.

Then you say, "Did you catch my ball?"

When he replies, you say, "I suppose the men in the white coats will probably take both of us away now!"



Why did he expose so many secrets?

John Williams has the best job in the World as a professional magician for more than 15 years with his own on-line magic shop. He performs his magic shows and Punch and Judy puppet show in almost every town in Tasmania, Australia's smallest and best State.

He entertains audiences of all ages and manages Australia's favorite on-line Magic shop, Aladdins Magic Shop.

He also presents workshops for business and other groups on Magic and other subjects including "Successful Public Speaking" and "Reducing Stress with Laughter".

This is his first book but he has written instruction sheets for many of the tricks that he sells through his online Magic shop, <http://www.ezytodo.com/aladdin/>

He knows people like you will benefit by learning to amuse and amaze friends and colleagues with simple but amazing Magic tricks.

Children improve their coordination, social skills and confidence. Adults enjoy entertaining their family, friends and colleagues and can also use simple tricks like those in "Ezy Magic" to improve sales meetings and other presentations.

John has personally tested every effect in the book and added hints to help you make a real impact with them.

His newsletter, "Your Trick a Day" is emailed to hundreds of happy subscribers around the world.

If you are at least 16 years of age, you can subscribe to his "Your Trick a Day" newsletter free!

[Email John now](#) to subscribe.

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