

HANKY PANKY®

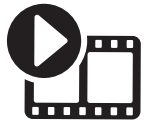
# MAGIC INSTRUCTIONS



**200  
TRICKS**

**EXPLAINED  
STEP BY STEP**





# Watch video instructions online:

1

[www.its-magic.us](http://www.its-magic.us)



2



Username: **2004**



Password: **2004**

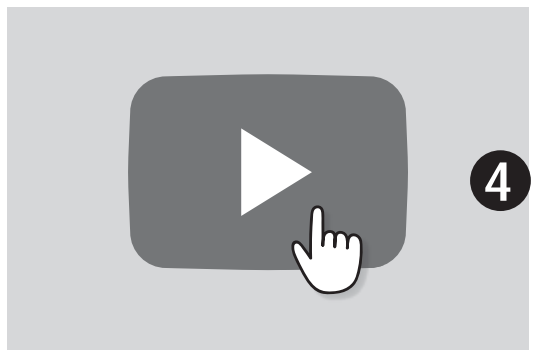
Login



3



4



# Congratulations on the purchase of this magic set!

**P**lease note, some tricks may require the use of everyday objects such as a cotton thread, nylon fishing line, pencil, paper, glue etc. When we refer to a red handkerchief this is a recommendation of the colour to use as it is more theatrical but of course any colour handkerchief will do. Sometimes we will suggest using pink, blue, yellow or another colour of props. These precise colours may vary slightly from the set that you have just purchased. If this is the case simply substitute the colour of prop in the instructions for the colour of prop that is supplied in your set. Some tricks you will master in seconds and others will require some practice until you have the perfect performance.

Read the following five tips before you start performing:

1. A trick is always explained in the same way.
2. It takes practice to be a good magician. Be patient if a trick does not work straight away. It helps to practice in front of a mirror.
3. To hide the secret to each trick, you have to distract your audience's attention. Before the performance, think about what you can say or do during each trick.
4. Make sure your magic show does not last longer than 15 minutes. Before the performance think about what you wear, the tricks you like to perform and which preparations you have to make.
5. To become a successful magician, remember these three golden rules:
  - Keep the secret!
  - Perform only, when you know the trick
  - Never do the same trick twice in one show

The main thing is that you have fun learning magic and even more fun performing it!  
*Remember, the magic is lost if you tell your audience how to do the trick. So always keep the secret and have fun!*

# CONTENTS



①



②



③



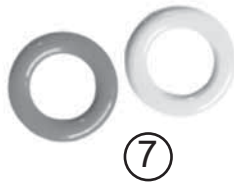
④



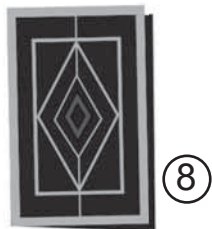
⑤



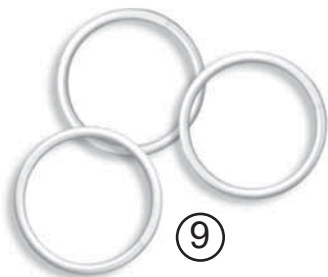
⑥



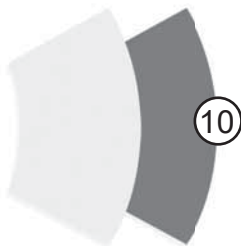
⑦



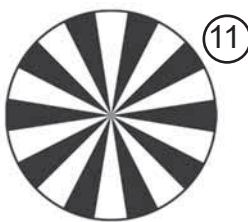
⑧



⑨



⑩



⑪



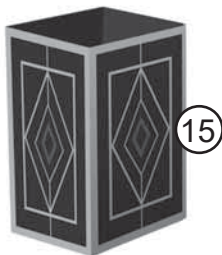
⑫



⑬



⑭



⑮



⑯

① Magic coin cap

② Thumb tip

③ X-ray vision

④ Thimbles

⑤ Spiked coin and pins

⑥ Magic rope

⑦ Ellis rings

⑧ Magic booklet

⑨ Linking rings

⑩ Banana cards

⑪ Illusion disk

⑫ Magic cards

⑬ Magic wand

⑭ Computer cards

⑮ Magic tube

⑯ Rabbit and magic hat with secret compartment

# INDEX

---



- 1 - MAGIC HAT - THE BASICS
- 2 - THE HANDKERCHIEF CHANGES COLOUR
- 3 - THE MAGIC WAND & THE MAGIC HAT
- 4 - THE RABBIT COMES OUT OF THE HAT
- 5 - THE MAGIC HAT MYSTERIOUSLY MOVES
- 6 - THE RABBIT ALWAYS FINDS THE SECRET CARD
- 7 - WHERE DID THE CARD GO?
- 8 - ALWAYS FIND THE RIGHT CARD FROM THE MAGIC



- 9 - LINKING RINGS - THE BASIC TRICK
- 10 - LINKING TWO RINGS BY RUBBING
- 11 - LINKING TWO RINGS THROUGH HITTING
- 12 - UNLINKING TWO RINGS
- 13 - THE RING AND ROPE TRICK



- 14 - SNOW STORM
- 15 - SILK'S APPEARANCE



- 16 - THE NAIL BOX
- 17 - THE LAST ONE
- 18 - PIN NUMBERS
- 19 - HOW TO MAKE A SQUARE
- 20 - FIVE IS TWENTY



- 21 - X-RAY VISION



- 22 - A MYSTERIOUS GUESS
- 23 - THE 'RABBIT' CARD TRANSPOSITION
- 24 - RABBIT CARD DISAPPEARANCE



- 25 - THE RABBIT CARD CHANGE PLACE
- 26 - CONFUSING RABBITS CARDS



- 27 - THE COIN DISC



- 28 - THIMBLE MAGIC - THE BASIC TRICK
- 29 - THIMBLE FROM AIR
- 30 - HAND TO HAND
- 31 - JUMPING THIMBLE
- 32 - ONE THIMBLE TO TWO
- 33 - RETURNING PAPER
- 34 - THROUGH THE KNEES
- 35 - THIMBLE THROUGH HANKY



- 36 - COMPUTER CARDS



- 37 - THE FLOATING WAND
- 38 - THE TRULY FLOATING WAND
- 39 - SOFT WAND
- 40 - SPOOKY MOVING WAND
- 41 - THE MAGIC WAND IN THE BOTTLE
- 42 - THE GHOST WAND
- 43 - GROWING WAND
- 44 - THE GROWING WAND VERSION 2
- 45 - THE UNHARMED SPECTATOR
- 46 - THE APPEARING WAND



- 47 - LOOSE THREAD
- 48 - CUT AND RESTORED
- 49 - EVAPORATING ICE
- 50 - FLOWER POWER
- 51 - GRATED COIN
- 52 - I ALWAYS GET THE MONEY
- 53 - CHAIN MAIL
- 54 - RESTORE A BROKEN TOOTHPICK
- 55 - RESTORING A BALLOON
- 56 - SALTY COLA
- 57 - SHORT CHANGE
- 58 - SILK FROM INVISIBLE PURSE
- 59 - SUGAR FOR TEA
- 60 - SUGAR IS SWEET
- 61 - THINKING SQUARE
- 62 - TOO MUCH DOUGH
- 63 - TOTALLY SCREWED
- 64 - VANISHING SALT
- 65 - WATERPROOF MONEY
- 66 - DRY HANDS



- 67 - COLOUR CHANGING RING
- 68 - DUPLICATION OF THE RING
- 69 - THE ELLIS RING TRICK
- 70 - ESCAPING RINGS



- 71 - THE APPEARING ROPE
- 72 - HOUDINI FINGERS
- 73 - FLASH KNOT
- 74 - DOUBLE KNOTS
- 75 - THE DISAPPEARING KNOT
- 76 - ANOTHER DISAPPEARING KNOT
- 77 - KNOTS AND NO KNOTS
- 78 - THE KEY AND THE ROPE
- 79 - THE PROFESSOR'S NIGHTMARE
- 80 - ROPE THROUGH WAND
- 81 - THE IMPOSSIBLE KNOT
- 82 - ANOTHER PROFESSOR'S NIGHTMARE
- 83 - THE STRING CUTTING TRICK
- 84 - THE RESTORED ROPE
- 85 - MAGIC KNOTS



# INDEX

---



86 - STRETCHING A PIECE OF PAPER



87 - MAGICAL DISC



88 - FORECASTING NUMBERS

89 - THE MAGIC SQUARE

90 - ORANGES ARE APPLES

91 - RESTORING AN OPEN PACKET OF SWEETS

92 - TURNING COLA INTO COINS

93 - DISAPPEARANCE OF A BISCUIT

94 - MAGIC BREADSTICKS

95 - SUGAR AND SPICE JUST DON'T MIX

96 - GETTING A REAL EGG TO FLOAT IN MID AIR

97 - THE SALT AND PEPPER TRICK

98 - THE BANANA TRICK

99 - A SWEET FLOATATION

100 - A SWEET DROP

101 - WHAT A CATCH!

102 - A LIGHT ROLL

103 - AMAZING SUGAR AND SPICE

104 - WHO HAS THE WALNUT?

105 - THE DISAPPEARING PENCIL

106 - THE MAGIC PAPERCLIPS

107 - THE MAGIC PAPERCLIPS 2

108 - THE APPEARING PENCIL

109 - BACK TOGETHER AGAIN

110 - INSTANT VANISHING SPOON

111 - STRANGE APPETITE

112 - A TOUGH PIECE OF STRING

113 - I DON'T KNOW MY OWN STRENGTH

114 - AN AMAZING FEAT OF GRAVITY

115 - SPOON DIVINATION

116 - THE RIGHT BALANCE

117 - THE TELEPHONE DIRECTORY PREDICTION

118 - KNOWING THE BOOK

119 - A PREDICTION WORTH ITS SALT

120 - BENDING AND RESTORING METAL

121 - MIND-READING

122 - TIME IS ON YOUR SIDE

123 - THE COMMON TRIANGLE

124 - THE PREDICTION IS THEIR CHOICE

125 - OAR

126 - THE SUGAR LUMPS DISAPPEARS,  
BUT THE MARK STAYS

127 - IS IT THIS?

128 - WHAT COLOUR IS THE CRAYON

129 - THOUGHT-READING

130 - THE RIGHT STRIP

131 - BLACK OR WHITE

132 - MENTAL MARVEL

133 - A LEVITATION THAT IS WORTH ITS SALT

134 - MATHEMAGICS

135 - NUMBERS FORETOLD

136 - THE SUM IS ALWAYS RIGHT

137 - A SUBTLE SUGGESTION

138 - LUCKY SEVEN

139 - 18 REASONS TO LOVE FOOD

140 - HOW OLD ARE YOU?

141 - A FIVE PLAYS JOKES

142 - A TRICK WITH NUMBERS

143 - THE TORN NEWSPAPER

144 - DIABOLIC RINGS

145 - THE MAGIC BAG

146 - GET THE DIRECTION



147 - SEEING WITH YOUR FINGERS

148 - IT IS POSSIBLE THAT SEVEN CAN  
EQUAL SIX!

149 - CREATE YOUR COUNTRY FLAG

150 - PASSING THROUGH A COUNTRY!

151 - HOW TO PARALYSE A SPECTATOR

152 - THE HYPNOTIZED ARM

153 - BILLS FROM NOWHERE

154 - THE MAGIC ENVELOPES

155 - KARATE WITH A BANKNOTE

156 - THE ROLLING NOTES

157 - A COIN GOES THROUGH A PIECE  
OF PAPER

158 - COIN AND LEG

159 - COIN ON FINGER

160 - COIN THROUGH A HANDKERCHIEF

161 - COIN THROUGH HANKY - SECOND  
VERSION

162 - EASY

163 - A HARD ROLL

164 - DOUBLING YOUR MONEY

165 - FINANCE TRICK

166 - FORECASTING COINS

167 - HEADS OR TAILS

168 - IF MONEY COULD CRY

169 - MAGICAL MONEY

170 - THE COIN AND THE SLEEVE

171 - THE COIN DISAPPEARS

172 - THE DISAPPEARING COIN

173 - THE VANISHING COIN IN A PIECE  
OF PAPER

174 - TURNING BREAD INTO DOUGH

175 - VANISHING A COIN WITH A HANKY

176 - HOT MONEY

177 - CLEAN MONEY

178 - THE LIGHT TOUCH

179 - WE DID IT!

180 - COINS AWAY

181 - THE FLOATING CUP

182 - THE BALANCING GLASS

183 - A VERY HEAVY GLASS

184 - ONE MOVE ONLY

185 - THE BALANCING GLASS ON THE TABLE

186 - GLASS THROUGH THE TABLE

187 - THE WATER THAT STICKS

188 - COMEDY BOUNCING HANKY

189 - WHERE IS THE PENCIL?

190 - A KNOT DROP

191 - THE UNBREAKABLE TOOTHPICK

192 - THE THREE SQUARES

193 - THE TRICK WITH THE EIGHT TOOTHPICKS

194 - TOOTHPICK NUMBERS

195 - 15 MAKES 5

196 - FIVE TO TEN

197 - UNITED

198 - LIBERATION

199 - THE MYSTERY OF THE EIGHT SQUARES

200 - ANOTHER MYSTERY OF THE NINE  
SQUARES

### 1 - MAGIC HAT - THE BASICS

The Magic Hat has a false bottom. The flap in the bottom can be opened and closed. Hold onto the brim of the hat with the flap turned away from you. Now, when you hold the hat to one side the flap falls open showing the secret compartment. In it you will be able to hide all kind of things and make them appear. You can also make them disappear!



### 2 - THE HANDKERCHIEF CHANGES COLOUR

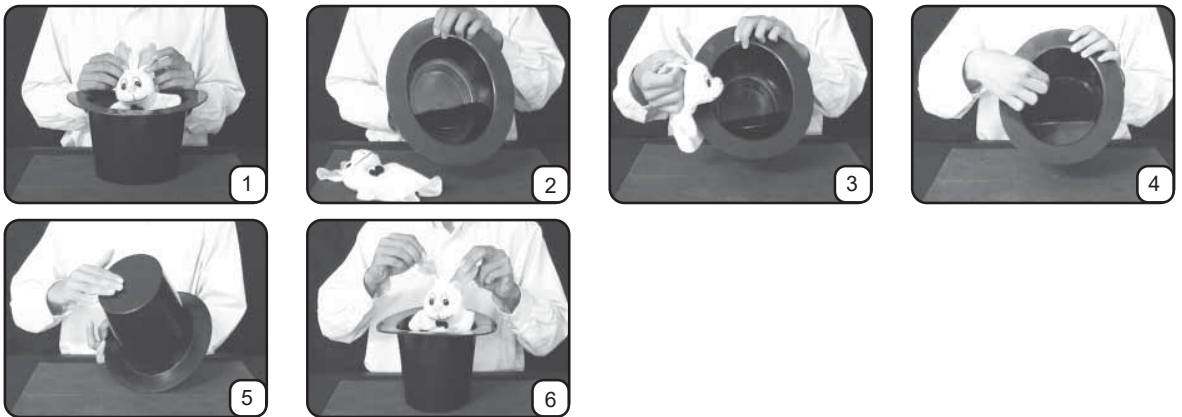
For this trick you will need a light coloured handkerchief and a dark coloured handkerchief of the same size and pattern. Before your performance hide the light coloured handkerchief in the false bottom of the hat. Now show the empty hat to your audience. Pass the hat from one hand to the other; this movement of tilting the hat slightly to one side causes the flap to open. Put the hat on the table and show the audience the dark coloured handkerchief and then place it inside the hat. When doing this be sure to place it in the false bottom (be sure you do this in a way that your audience doesn't notice!). From the false bottom you then produce the light coloured handkerchief and show this to everyone! Now that's Magic! Remember when you remove this handkerchief to close the false bottom in the hat. So you can show your audience the 'empty' Magic Hat.

### 3 - THE MAGIC WAND & THE MAGIC HAT

Tie a light coloured nylon or thin black thread around one end of the magic wand. Place the wand in the hat with the threaded end facing down. Hold the other end of the thread in your hand and on your command the wand will rise and fall according to the movements of your hand! Be sure to do this movement in such a way that your audience cannot see the thread.

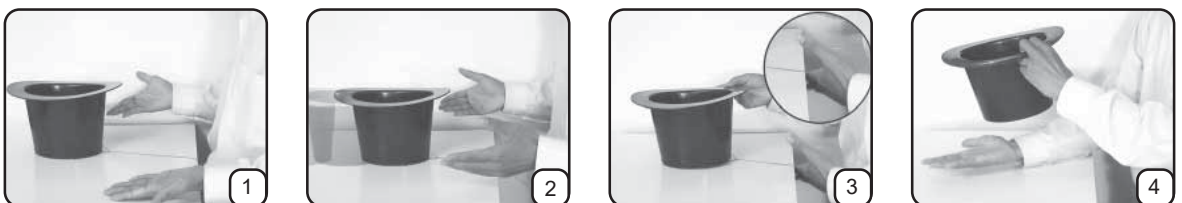
### 4 - THE RABBIT COMES OUT OF THE HAT

The Magic Hat has a false bottom. The flap in the bottom can be opened and closed. Hold the hat by the brim with the flap turned away from you. Now, when you hold the hat to one side the flap falls open. Before your performance, hide the rabbit inside the false bottom of the hat, ensuring that the rabbit's ears will be easy to take hold of when the flap is open. Hold the hat by the brim, with the flap towards you. Show the audience that the hat is 'empty' by tilting it a little. Then take the hat in your other hand so that the flap is now on the opposite side and falls open. Now you can take the rabbit out of the hat to show your audience. The audience will be amazed!



### 5 - THE MAGIC HAT MYSTERIOUSLY MOVES

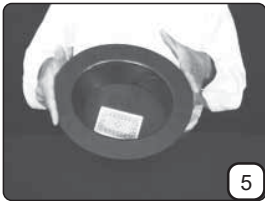
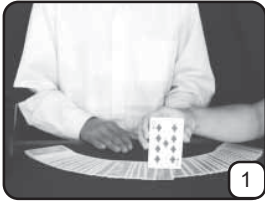
To keep the audience always amused, the young magician, if they are not too skilful, must try all types of illusions to maintain their interest. Before they enter the room where they are to perform, the magician attaches a long black thread to the belt or button of their trousers, with the other end tied firmly around the Magic Hat which they hold in their hand when entering the room. The magician walks into the room and places the hat on the side of the table furthest from them. They then move very slowly backwards and the hat moves slowly towards them across the table!





## 6 - THE RABBIT ALWAYS FINDS THE SECRET CARD

Hold the Magic Hat in your right hand and show your audience that it is 'empty'. As before, place the hat on the table, taking care that the flap falls open with your last movement. Shuffle a pack of standard playing cards and let a member of your audience choose a card without you knowing which one it is. The audience is shown the card and you then place it upside down on the table before you. Place the rest of the pack of cards in the false bottom of the hat. Then place the card which you had placed on the table into the Magic Hat, ensuring that the flap is closed. Now move the hat around as if shuffling the cards. (Nobody, except you, knows that all the cards except the chosen one are in the false bottom of the hat.) Everybody thinks that it is impossible to find the chosen card, but the Magic Rabbit knows better! Put the Rabbit onto your hand like a glove puppet and reach into the hat. The Rabbit then takes hold of the card and shows it to the audience.



---

## 7 - WHERE DID THE CARD GO?

The Magic Hat has a false bottom. The flap in the bottom can be opened and closed. Hold onto the brim of the hat with the flap turned away from you. Now, when you hold the hat to one side the flap opens up. Before your performance, hide the Ten of Spades card within the false bottom of the hat. Hold onto the brim of the hat, with the flap towards you. Show the Ten of Hearts card to the spectators and put the Ten of Hearts card in the Magic Hat. Then take the hat in your other hand so the flap is now on the opposite side and opens up. You can now take the Ten of Spades card out of the Magic Hat to show to your audience. They will be amazed!

**TIP:** Hide the Ten of Hearts card in the false bottom for a clean finish to your performance.

---

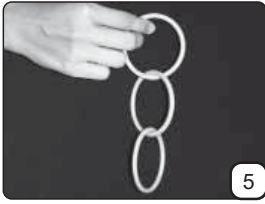
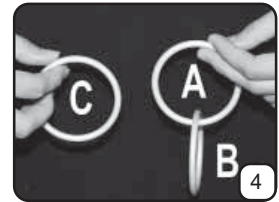
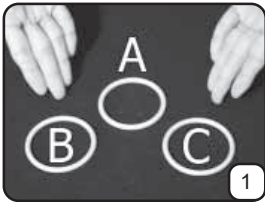
## 8 - ALWAYS FIND THE RIGHT CARD FROM THE MAGIC HAT

Hold the magic hat in your right hand and show your audience that it is 'empty'. As before, place the hat on the table, taking care the flap opens up on your last movement. Shuffle a pack of standard playing cards and let a member of your audience choose a card without you knowing which one it is. The card is shown to the audience and then you place it upside down on the table before you. Place the rest of the pack of cards in the false bottom of the hat. Then place the card which you had placed on the table into the magic hat, ensuring that the flap is closed. Now move the hat around as if shuffling the cards. (Nobody, except you, knows that all the cards except the chosen one are in the false bottom of the hat.) Everybody thinks that it is impossible to find the chosen card, but you know better! Put your hand into the hat and take hold of the card and show it to the audience.

---

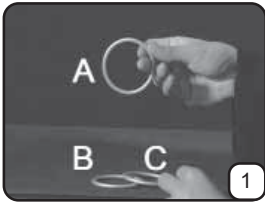
## 9 - LINKING RINGS - THE BASIC TRICK

The magician shows, one after the other, three solid rings. In a magic way two of the rings link together and finally the third ring also becomes attached. However that is not all: slowly, and one after the other, all the rings become loose and free...For this trick you need three rings. One of these rings has been prepared and has a secret opening. (This ring we call the 'key' ring.) With this set of three rings you are ready for the performance. Anyhow, we think it is necessary to practice the trick several times before you execute it. The best way is to practice in front of a mirror, so you can see and control all the movements. Produce the three rings in the following way: first one normal ring. Take this ring in your left hand, between thumb, index finger and middle finger. Show the ring, "cleaning" it with thumb and index finger of your right hand. In this way you turn the ring at the same time. Throw the ring on the table and do the same with the other normal ring. Finally, take the prepared ring and cover the opening with thumb and fingers of your left hand. Now make the same movements, but without turning the ring. Though, also this time you do give the impression the ring is turning around. Then you take one of the normal rings in your right hand and pass your hand in front of the ring, which you hold in your left hand. Make some to-and-fro movements and push the ring through the opening. Your left hand must hide the movement. Let go of the ring and the spectators will suddenly see two rings, one hanging in the other. Take the other ring and repeat the movements: also this ring appears to be hanging in the first one. Show the chain of three rings, taking care to always cover the opening in the key ring. Now you are going to set the two rings free. Take one ring, turning it from below in an upwards direction. Then the ring is between the index finger and the prepared ring and is easy to set free. You should execute all the movements without haste. Finally, you take the other ring in the same way away as the ring of the left hand. Show the three rings, but hold on to them. Never give the rings to your spectators to examine, or the trick might lose its effect!



### 10 - LINKING TWO RINGS BY RUBBING

Hold the solid ring (B) with the fingers of your left hand and the KEY ring (A) with your right hand. Put both your middle finger and your thumb just below the gap and place the index finger on the top to cover it without pressing. The tip of your thumb is also covering the gap. Show the rings separately; rub the rings against each other up and down placing the KEY ring on the front. Repeat these movements a few times before separating the rings. Rub the rings again but this time introduce the solid ring into the KEY ring and keep on rubbing the rings. Give the rings a blow and release B. Now the two rings are linked together.



### 11 - LINKING TWO RINGS THROUGH HITTING

Hold 'A' (the KEY ring) in your left hand. Put both your index finger and your thumb just above the gap and then place your middle finger covering the gap. Hold 'B' (a normal ring) vertically in front of you with your right hand. Place 'B' on top of 'A' and hit it against the upper part of 'A' three times. On the third time hit harder and slightly move the middle finger apart. You will notice that 'B' introduces itself into 'A'. Replace the position of the middle finger to cover the gap.



### 12 - UNLINKING TWO RINGS

Hold the KEY ring with your left hand and rub the rings against each other. During this action unlink them and continue rubbing (the audience will think that the rings are still linked). Give the rings a blow before separating the rings very slowly.

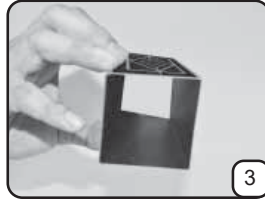
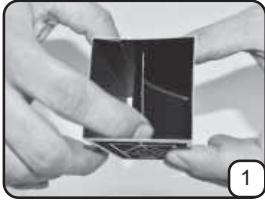


### 13 - THE RING AND ROPE TRICK

Take the three large rings and pass the rope through the key ring with the opening. Hold the rope by the two ends so the key ring is left hanging and pass the other two rings over it. Make a quick movement with your hands so the two rings become hooked on the key ring as it is let loose from the rope.

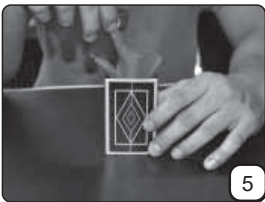
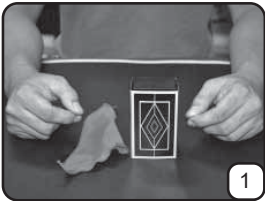
### 14 - SNOW STORM

Cut small squares out of paper and put them into the secret compartment. Show the "empty" tube and pass it from your left to your right hand, leaving the opening free. Tilt and shake the tube slightly and the paper squares will fall out, creating magic snow.



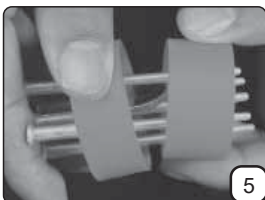
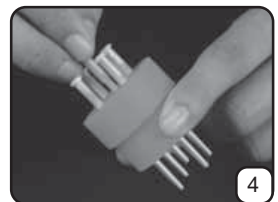
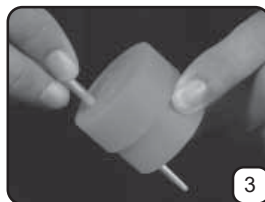
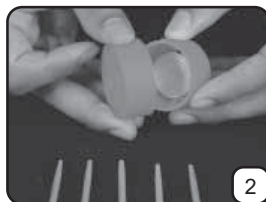
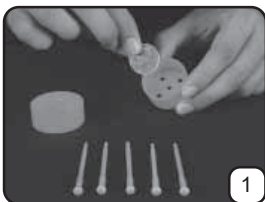
### 15 - SILK'S APPEARANCE

This is a beautiful appearance of silks, as used in the old days by the Oriental Magicians. Fold a silk, place it under the secret flap, say your magic words, and very clearly, with the fingertips, take the silk out of the box.



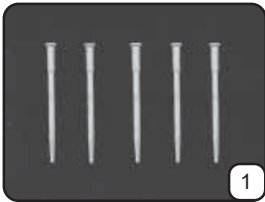
### 16 - THE NAIL BOX

Stick the five pins you will find in the set through the little round nail box, so your audience can see it clearly. Show the bottom with the pins sticking out. Now take the pins out, open the nail box and ask the audience for a coin. Put the coin in the box and close it with the lid. Say you will pass the 5 nails through the coin. Put the five nails one by one in the holes of the box starting with one on the outside (not the middle one!). You will see that all the pins go through the coin because the coin flips straight up at the first pin, leaving the other holes free.



### 17 - THE LAST ONE

Put five pins on a small piece of paper and ask the public how it is possible for five people to take a pin each and still leave one pin on the piece of paper. It's very easy, the last person that takes the fifth pin, also takes the piece of paper and therefore keeps the pin on the piece of paper.



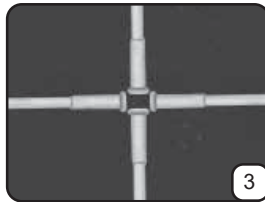
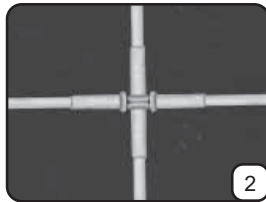
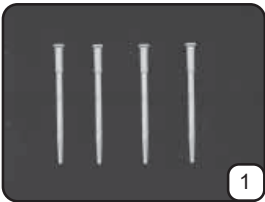
### 18 - PIN NUMBERS

Lay four pins in a row and challenge a member of the audience to remove one pin, and still leave four. The secret is to arrange the remaining three pins as illustrated.



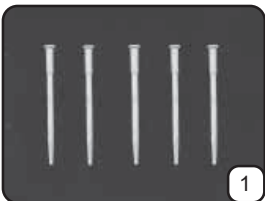
### 19 - HOW TO MAKE A SQUARE

Four pins are forming a cross on the table. How do you create a square, by moving just one pin? It's very easy. If you look at the picture, the pins are laid down in such a way that the end of one of them fits into the other three. By moving this pin you have made a square.



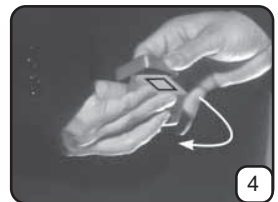
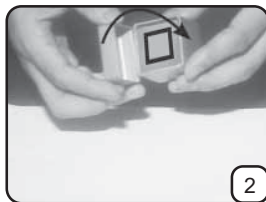
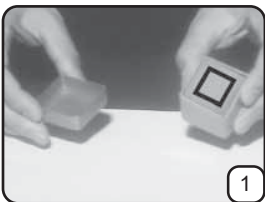
### 20 - FIVE IS TWENTY

How is it possible to make the number nineteen with five pins? And to increase the number to twenty by taken another pin away? Put the pins on the table as the roman number nineteen (XIX), then remove the pin from the middle and number twenty (XX) appears on the table.

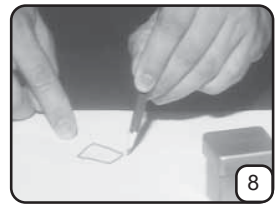
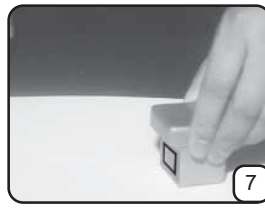
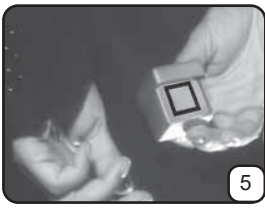


### 21 - X-RAY VISION

In your magic set you will find a little box and a dice with different signs (triangle, square etc.) that fits perfectly inside the box. While you turn your back to the audience you ask a spectator to place the dice into the box at a sign they choose, and to remember the sign on top of the dice. Then you ask them to put the lid back on the box. Once more you turn towards the audience and magically, you guess the chosen sign. Now when the spectator gives you back the box, you secretly (behind your back) take off the lid, turn the box a quarter, and replace the lid back on top. This leaves you with the dice visible at the back of the box. Turn back towards the audience and after saying out loud the chosen sign, take off the lid again and quickly turn the box a quarter back up, back to the initial position, to reveal the sign on top!

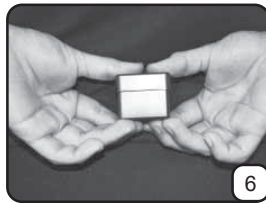
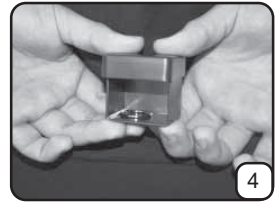
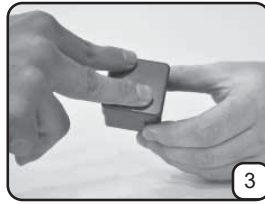
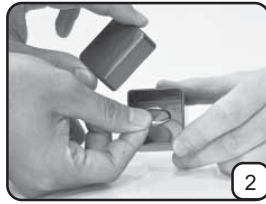
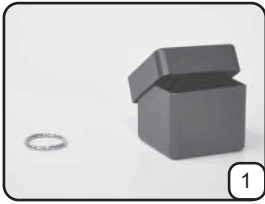






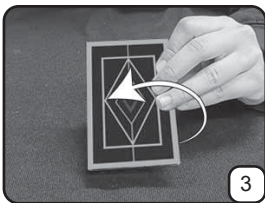
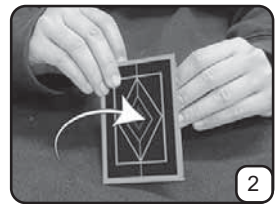
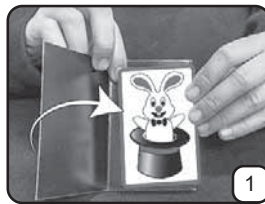
### 22 - A MYSTERIOUS GUESS

Any object placed into a small box is mysteriously guessed by the magician... For this you need the small plastic box you will find inside your magic set. Ask a member of the audience to choose any small object, such as a ring, (it must fit in the box). Ask them to put the object inside and close the lid on it, while you are looking in another direction. Then you say you are going to guess the object which was chosen. In order to do this you place the closed box behind your back. You quickly take off the lid, quarter turn the box and place the lid on one of the side panels. Now you take the box from behind your back so that the open part is facing towards you. You can see the chosen object while the audience sees a perfect closed up box. You now put the box behind your back again and put the lid in its original position, the box is completely closed. Bring the box into the view of the audience and name the chosen object.



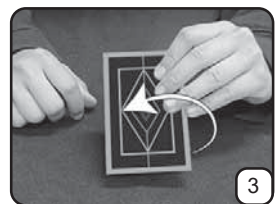
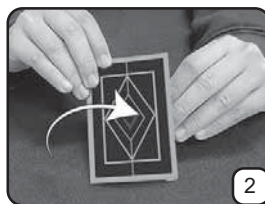
### 23 - THE 'RABBIT' CARD TRANSPOSITION

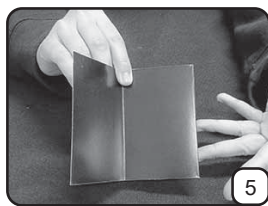
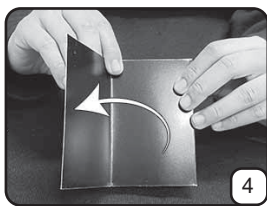
The magician makes a card disappear and then makes it appear again. Place the card with the "empty hat" in the magic book and make it disappear in the familiar way. Then place in the other side the 'rabbit card into the hat', facing the audience. Now close the booklet and secretly turn it 180 degrees. When you open the book again they will see how the rabbit has reappeared.



### 24 - RABBIT CARD DISAPPEARANCE

The Magician makes a card disappear! Place a card in your Hanky Panky book. Close the book and say the magic words. Open the book (but this time from the other side) and show that the playing card has vanished.





---

### 25 - THE RABBIT CARD CHANGE PLACE

Take the double faced card and the double backed card. Turn the cards over and place them quickly one against the other. The audience will think the cards are normal. Now hide the hat no rabbit card under the table. The audience will think of course that the rabbit card has remained on the table. Turn over the card that is under the table and pull it out: it appeared to be the rabbit card. Place the cards again as before and show them.

---

### 26 - CONFUSING RABBITS CARDS

For this trick you use three cards but the audience believes you only use two. Place the normal 'rabbit in hat' card into your jacket pocket before the trick starts so no-one will know it is there. When you are ready to perform use the 'no rabbit in hat' / 'rabbit in hat' card. This one is known as a 'double face' card. Now you show the 'rabbit' side of the double face card and the third, normal 'no rabbit in hat' card. Place these two cards out of sight - under the table or behind your back, but do not let the cards drop. Turn secretly the double face card over so that the hat with 'no rabbit in hat' card shows, bring it out and show this side to the audience and put it into your pocket that has the other card in it. Ask which card is where and the audience will be surprised that they are in different places when you remove the 'no rabbit card' from under the table and the (normal) 'rabbit' card from your pocket. The two cards may now be shown quite freely as they are both normal.

---

### 27 - THE COIN DISC

For this you will need five coins of equal value and the coin disc from your magic box. Beforehand, secretly fix one of the coins with double tape on the money disc, and place the other four on the table or in your pocket. Place the coin disc on the top of your left hand's fingers, with the coin at the bottom and your hand palm up. Let the audience see your empty right hand and place the four coins into the disc. Make a fist with your left hand. By doing this you turn over the coin disc secretly. You can shake your hand so the audience can hear the coins are still there. You can even open your hand for them to see that the coins are still there. What they have really seen is the other side with the stuck coin on top. Take the disc with the right hand and move it forward. The other four coins remain in your left hand. Close this hand so the audience cannot see the coins. Close the right hand, turning over the coin disc, open your hand and the coins have gone! They have travelled to your left hand!



---

### 28 - THIMBLE MAGIC - THE BASIC TRICK

The 'Basic Trick': This piece of "sleight of hand" should be practised until you can do it every time without really thinking about it. It forms the basis of all thimble magic. Take one of the smaller thimbles and put it on the index finger of your right hand. Keep the back of your hand towards the audience and your index finger pointing to your left. With a slight up and down "throwing" motion on your hand, curl your fingertips in towards your palm, and at the same time lower your thumb in the direction of your middle finger. The thimble on your index finger slides along the top of your thumb and when it reaches base of your thumb, raise your thumb back to normal and straighten all your fingers, leaving the thimble gripped in the soft flesh at the base of the thumb where it cannot be seen by the audience. Apparently you have "thrown" the thimble into the air and it vanished. Practice this move slowly at first and speed it up as you go along by practicing it as much as possible.





### 29 - THIMBLE FROM AIR

This is the exact opposite move of the 'Basic Trick'. With a thimble hidden in the 'Thumb Palm' reach into the air and produce it on your fingertip. To be really good you should learn the thimble tricks with both hands!



### 30 - HAND TO HAND

This is the 'Basic Trick' again but in a new guise. Variations are always useful to help to baffle your audience. NEVER do the same trick over and over again as it gives the audience a chance to discover the secret if they know what is going to happen next. For this trick have the thimble on the index finger of your right hand as in the 'Basic Trick'. Your hand should be pointing to your left just in front of your chest. As your left hand comes up to 'take away the thimble' let the fingers of your left hand cover the index finger that has the thimble. Quickly do the 'Basic Trick' move but without the up and down throwing motion and as your left hand moves away (apparently having grabbed the thimble and holding it), let your right hand drop naturally to your side. FOCUS ONLY ON YOUR LEFT HAND THROUGH ALL OF THIS ACTION. Now have the thimble disappear, either by 'throwing' the (now invisible) thimble away with your left hand or slowly 'crumble' it with your fingers into nothing. Now do the 'Thimble from Air' move to have it reappear on your forefinger again!



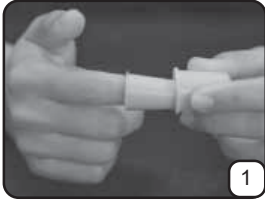
### 31 - JUMPING THIMBLE

With the thimble on your right hand's MIDDLE finger, extend your left hand palm-upwards. Place your right hand's index finger and middle finger flat onto the palm of the left hand. Now very quickly raise your right hand and slap your left palm with your right hand fingers but at the same time bend your index finger and extend your middle finger. Do it again reversing the action of the fingers and the thimble APPEARS to jump from one finger to another and back again.



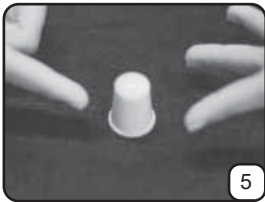
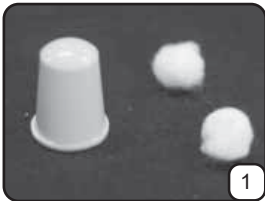
### 32 - ONE THIMBLE TO TWO

Start with a small thimble on your right index finger and a large thimble of the same colour on top of this. Your audience will think you just have one. Take a hanky in your left hand and hold it in front of your right hand. While it is in front remove the larger thimble and place it onto the middle finger. Take away the hanky and the audience now sees two!



### 33 - RETURNING PAPER

Underneath a thimble you put a little paper ball. You lift the thimble and take away the ball. You put the thimble back on the table and the paper ball in your pocket. A tap with your magic wand on your pocket and on the thimble and when you raise the thimble again: the paper ball came back under the thimble. To perform this trick you will need one thimble, two little paper balls of the same size and your magic wand. Secretly, you hide one of the little paper balls in the thimble beforehand, don't worry, it won't fall out as long as it is a little bigger than the bottom of the thimble: see the picture below. Place the other paper ball on the table and hide it under the thimble. You raise the thimble with your right hand and show the little paper ball underneath, put the thimble back a little bit further, tapping it on the table, this will enable the second little paper ball to drop down. Take the first paper ball that is on the table and put it in your pocket. Give a tap with your magic wand on your pocket and then on the thimble. Now show the audience that the paper ball has reappeared under the thimble!



### 34 - THROUGH THE KNEES

If you have practiced the 'Basic Trick' with both hands you are ready to do this effect. Vanish the thimble using the 'Basic Trick' and say it has gone into your pocket. Reach into your pocket and while keeping the first thimble in your thumb palm, bring out a second thimble on your fingertip. Transfer it onto your left index finger and put both hands down the side of your legs at knee level, fingers pointing downward. Rapidly move both hands a few centimetres outwards and then inward to tap the outside of your knees. As you do this, perform the 'Basic Trick' with your left hand and the 'Thimble from Air' with your right. The thimble appears to jump from one hand to the other.



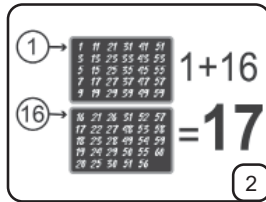
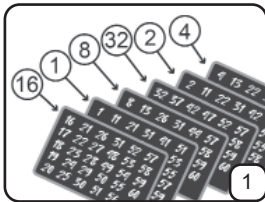
### 35 - THIMBLE THROUGH HANKY

Secretly have a small thimble on your right first finger, cover it with a red hanky and place a large thimble of the same colour on top of the hanky with the small thimble underneath. Show the audience a thimble on a hanky, gather up the four corners with your left hand and pull. It will look like the thimble has penetrated the hanky!



### 36 - COMPUTER CARDS

You ask a spectator to secretly write down a number between 1 and 60. You show them the six computer cards you will find in your magic set. Show them the cards one by one, asking them each time if they can spot their number on the card you show them. After this is done you can tell them exactly what number they have written down. For this trick you have to study and remember before the performance, the first number on each card. This is easy because the first card starts with number 1, when doubled up you get 2, which is the number of the second card. Double the number 2 and you get the number 4, which is the number of the third card. And so on. The fourth card has number 8, the fifth card number 16 and the sixth card number 32 as a first number. Now every time the spectator spots their number on the card you show them, you remember the first number of that particular card. If you add up all the first numbers of the cards you will get to the secret number they have written down!



### 37 - THE FLOATING WAND

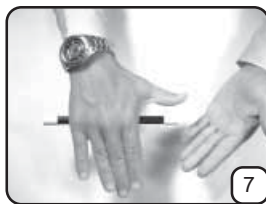
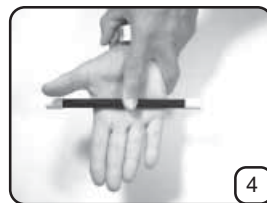
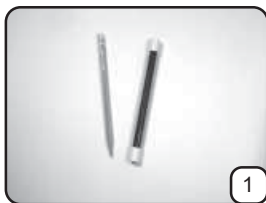
Grab the magic wand in your left hand and with your right hand take a grip on the wrist of your left hand, placing the right hand index finger secretly on the wand in the left hand. Tell your audience that in order to execute this trick, you need a very steady hand and for this reason you are holding your wrist with your right hand. Tell them also that you are going to magnetize your hand and at the same time you secretly press your right index finger against the wand. The wand is now supported and when you straighten out the fingers of the left hand the wand will stick to its position. Move your hands up and down to make the illusion even more effective.





### 38 - THE TRULY FLOATING WAND

When the previous effect has finished, tell the audience as they are such nice people you will explain the trick to them. Show the trick once more and reveal to them how you hold the wand. Ask them to remember it well and say that you are going to show them the trick again. When you do it once more, you take your index finger away and they will be surprised because the wand will still be floating... For this trick you need the magic wand from your magic set and a pencil (or a similar object). Place the pencil or similar object in the strap of your watch. Cover the pencil with your sleeve so only the tip of the pencil is showing on your wrist. You secretly slide out the pencil and hold the wand with it. Remind them, of course, one cannot take away the forefinger because the wand would fall down. Yet you prove to them the exact opposite!



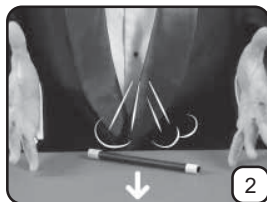
### 39 - SOFT WAND

How mental powers make the magic wand in your hand suddenly go soft. Hold the wand loosely to one side of middle, between the tips of your thumb and index finger. Then, quickly, move your hand up and down, holding the wand as loosely as possible. This will create the illusion that the wand is soft and flexible.



### 40 - SPOOKY MOVING WAND

Your audience must be situated at a certain distance from the table. In front of you on the same table, lies a magic wand. You make some magical gestures and... The magic wand starts to move magically... How? With the "magical gestures" of your hands, you distract everybody's attention from your mouth. Because you were blowing against the magic wand, it moved. You must perform this trick on a table without a tablecloth so the magic wand can easily roll down the table.

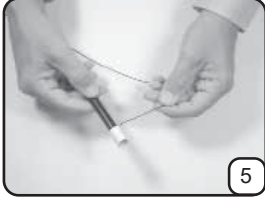


### 41 - THE MAGIC WAND IN THE BOTTLE

Take a piece of black thread and trap it under one of the removable ends of your wand. Tie the other end of the thread onto one of the lower buttons of your shirt or jacket. You will have to rehearse this to find the correct length and it helps if you wear dark patterned clothing. Drop the wand (thread end down) into your fist and by moving your fist away from your body (or vice versa), the wand will rise. You can drop the wand in a bottle and do the same trick. But you can also press the thread down

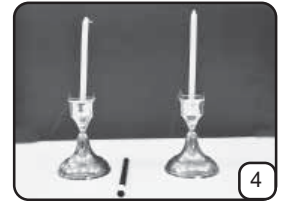
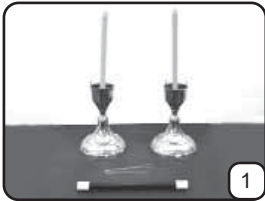


between the bottle and your body whilst making a magic gesture and the wand will rise or jump out. In view of the audience, pull the wand apart and hand out all the parts for examination. The thread will have fallen away.



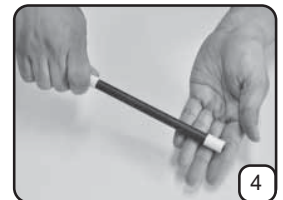
#### 42 - THE GHOST WAND

The magic wand is put between two candlesticks. When the magician says some magic words, the wand will tap on the table! Secure a length of transparent nylon thread to one candle and lead the thread through a hole in the other candle (see pictures). Place them in the candlestick and as soon as you say the magic words, your helper must pull on the thread: then the wand will move and tap on the table.



#### 43 - GROWING WAND

A small magic wand magically grows and grows until it becomes a normal magic wand! This is a very good trick to open your magic show. Slide one of the white ends along the wand while holding the wand in your closed fists as shown in the pictures. The remainder of the wand is hidden in your fist. Slowly move your hands upwards again, holding on to the white bottom end until the wand has reached a normal length again.



#### 44 - THE GROWING WAND VERSION 2

Before you start, push one of the white ends up, so it is about one inch or 3cm away from the other end. Grip the pushed up white tip in the right hand making sure the rest of the black wand is hidden behind your right hand. Your audience will think

you have a small wand. Take a red hanky with your left hand and hold it in front of the wand. Holding the top of the wand and the red hanky with your left hand, slide the bottom white tip down until it reaches the end of the wand. Remove the hanky and the wand is now twice as big!

---

#### 45 - THE UNHARMED SPECTATOR

The magic wand is pressed against a spectator's arm. It looks like it is passing through the arm, but the spectator does not seem to be hurt. You must withdraw one of the white ends of the wand and move it in the opposite direction. Take the end of the wand where now the two ends are, in your hand. The other end is pressed against the spectator's arm. Now you must move the drawn end to the opposite side again. At the same time you must slip the magic wand inside your sleeve (without being seen). It seems to the audience that the wand has penetrated the spectator's arm.



---

#### 46 - THE APPEARING WAND

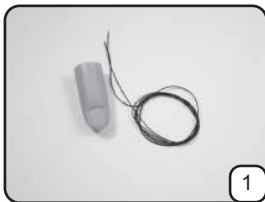
Cut a slit in the bottom of an old purse. (Of course you have to ask your parents to see if they have an old purse you may use.) The wand is in your left sleeve. Show the purse empty and place the purse in such a way that one end of the wand sticks through the slit. With your right hand push the wand apparently out of the purse.

**TIP: This trick can also be done with an empty matchbox of which you cut out one of the short sides of the sliding part!**

---

#### 47 - LOOSE THREAD

Make a small hole in the top of your thumb tip. Place a long thread into the thumb tip of about three metres (or 10 feet) in length and push the end of the thread through the hole. Approach a member of the audience and say to him that he has a loose thread on his jacket. Hold the lapel of the jacket, hide the thumb tip in it and pull on the thread, keep pulling and pulling, and apologise, saying: "I am sorry, I had no idea that the jacket was so badly made."

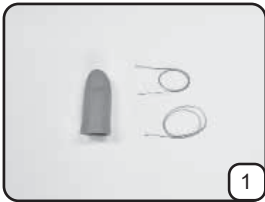


---

#### 48 - CUT AND RESTORED

Get two pieces of identical string about 15 cm long. Conceal one of them inside the thumb tip. Hand the other string to a member of the audience and ask him to cut it in half and these two halves in half again. Hold the thumb tip into your left fist, take back the pieces of string with your right hand and put them into the thumb tip. Keep them to one side and carefully pull out the hidden piece of string, at the same time push your right thumb back into the thumb tip.





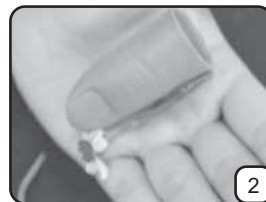
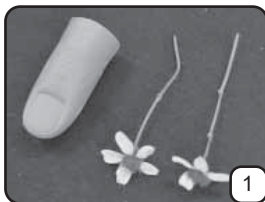
#### 49 - EVAPORATING ICE

With the thumb tip in your left fist take a small piece of ice and push it into the thumb tip. Take your right thumb out (with the thumb tip on it), still holding your left hand in a fist, and tell the audience: your breath is so hot you will make the ice evaporate. Blow hard onto your fist, open your hand and the ice has vanished, in fact it has evaporated!



#### 50 - FLOWER POWER

Secretly, hold a small flower in your left palm. Show another identical flower in your right hand. Reach over and push the thumb tip into your left fist and place the flower from your right hand into your left hand pinched between your index finger and thumb. Now pull the petals off the flower and place them into the concealed thumb tip. When you get to the last petal and stem, push them into the thumb. At the same time push your right thumb into the tip and then take it out showing the other complete flower held between your thumb and index finger.



#### 51 - GRATED COIN

For this trick you will need a small silver coin and some silver glitter. Put the glitter into the thumb tip. Show the coin and tell the audience you hate coins making holes in your pockets. Place the tip into your left fist, show the coin and wedge it into the tip. Bring your right hand over and squeeze your left fist. Turn your left fist upside down while you keep pressure on the thumb tip and the coin inside. The coin has been reduced to dust!



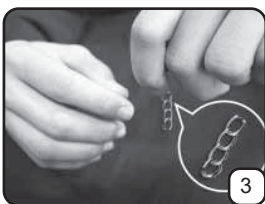
### 52 - I ALWAYS GET THE MONEY

For this trick you need four (sealed) envelopes and a large value currency note (e.g. 50 Dollars). Put the banknote inside the thumb tip. Tell the audience that one of the envelopes contains a lot of money and ask someone to choose one of the envelopes and give it to you. Everyone opens their envelope; you place your thumb tip behind your envelope and simply pull out the note and unfold it. Works every time!



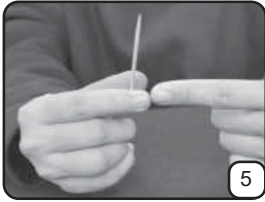
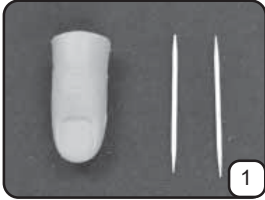
### 53 - CHAIN MAIL

You will need a length of fine chain with small links. You will need the chain to be cut into one length of five links and then to cut five separate links. You can pour the loose links into the thumb tip and then pull out a solid linked piece of chain.



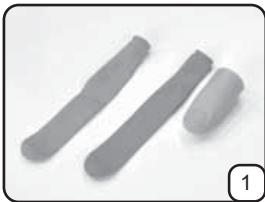
### 54 - RESTORE A BROKEN TOOTHPICK

Hold a complete (unbroken) toothpick in the base of your left thumb (thumb palm). With your right hand give another toothpick to a member of the audience and ask them to break it up. Place the thumb tip into your left fist and take back the pieces from the member of the audience with your right hand. Now place the pieces from your right hand into your left fist, firmly pushing them in with your fingers, finishing with the thumb. Take your thumb out (with the tip on it) and ask the member of the audience to blow on your left fist. Open your hand and amazingly the toothpick is restored!



### 55 - RESTORING A BALLOON

You need two small identical balloons and your thumb tip. Hide one balloon in the thumb tip and put the thumb tip on your right thumb. You are now ready to start. Inflate the identical balloon and 'by accident' stick a pin into it so it bursts. Hiding the thumb tip in your left fist, place the broken pieces of the balloon into the thumb tip. Take care that you can easily pull the hidden balloon out without spilling the broken pieces of the other balloon. Reveal the 'restored' balloon and inflate it once more.



### 56 - SALTY COLA

Pour some salt into your thumb tip and place the tip onto your right thumb. Drink a bottle of cola, (or finish drinking from one you have already started) and when it is finished say: "Gosh I'm thirsty, that drink was really salty!" Take the thumb tip off and place it with the open end parallel to the neck of the bottle. Turn the bottle upside down and it will appear as if salt is pouring out of the bottle into your other hand.

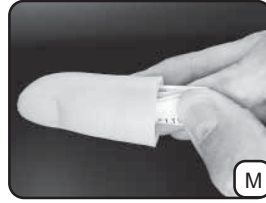
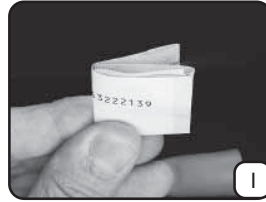
**TIP: Use a coloured cola bottle.**



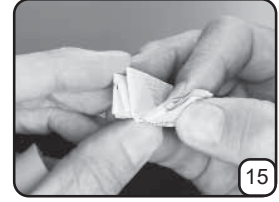


### 57 - SHORT CHANGE

This is a classic thumb tip trick. In preparation, you fold (about 3 times) a small value note and place it into your thumb tip (e.g. 5 dollars). You ask a member of the audience for a high value banknote (20 dollars and up) and proceed to fold it and change it into 5 dollars. The secret is when you take the high value banknote, you hold your fingers pointing towards each other and the backs of your hands towards the audience. From this position you can slide the thumb tip off and pull out your small folded note. You put the tip back onto your right thumb. You fold the note up (about 3 times depending on the size) in front of the audience and slide your note onto his note but towards you. You turn the two notes over (together) so your note is now towards the audience. And you start to unfold your note. When your note is unfolded enough to act as a cover, you take the tip back off and slide the spectator's note into the thumb tip and put the tip back on to your right thumb. You keep turning and opening your note using it to cover the thumb tip. Eventually you have unfolded your note completely and to the audience it appears as if you have transformed a 20 dollars note into a 5 dollars note. Give the 5 dollars to the member of the audience and tell them to see you later or simply reverse the process and transform your note back into theirs.

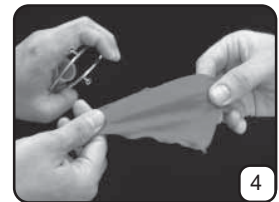
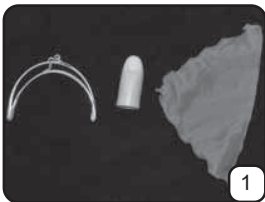






### 58 - SILK FROM INVISIBLE PURSE

To perform this trick you need to get a very old, ladies' money purse and take away all the fabric so all you are left with is the frame, your thumb tip and a small silk hanky. Tell the audience that you never travel without your magic purse; it's where you keep all your belongings. Hold the purse in your left hand and open it, reach inside with your index finger and thumb, holding your thumb tip in the purse, you slide your thumb out, leaving the tip behind. Reach in again, and pull the silk out of the purse. Hand it to a member of the audience, put your index finger and thumb back in, placing your thumb in the tip, take them out together and close the purse.





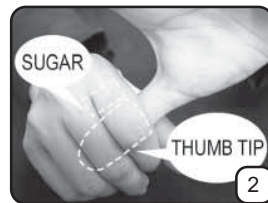
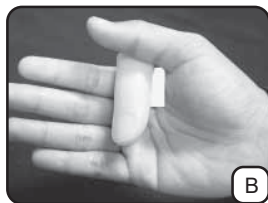
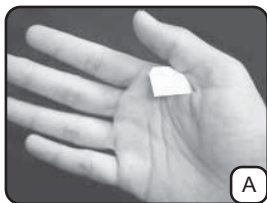
### 59 - SUGAR FOR TEA

Pour some sugar into your thumb tip and place the thumb tip onto your right thumb. This works brilliantly when you are just about to drink some tea. Present your fingers to the audience to show that they are empty. Take the tip off in your left fist, turn your fist upside down and by opening your index finger and thumb slowly you can control the release or flow of the sugar into your tea.



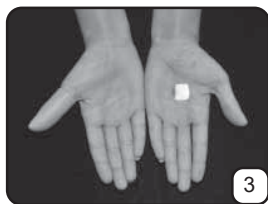
### 60 - SUGAR IS SWEET

Hold a sweet (caramel) in your left thumb palm (base of the thumb), hiding it from your audience. Place your thumb tip into your left fist. Pour some sugar into the tip, pushing all the sugar into your fist, using the finger and thumb of your right hand, finishing with your right thumb. Open your left fist and the sugar has turned into a sweet!



### 61 - THINKING SQUARE

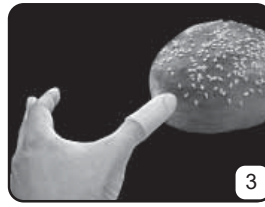
Hold a sugar cube in your left palm, hiding it from your audience. Place your thumb tip into your left fist, pour some sugar into the tip, pushing all the sugar into your fist, using the finger and thumb of your right hand, finishing with your right thumb. Tell your audience that people always think you are a little square. Open your left fist and the loose grains of sugar have become a cube.



### 62 - TOO MUCH DOUGH

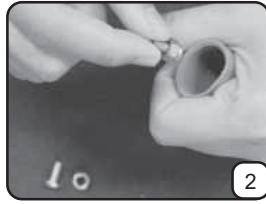
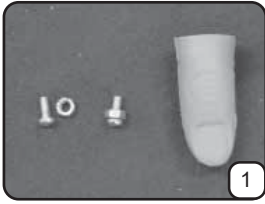
You need a large soft bread roll and a banknote. Put the note into your thumb tip, open up a bread roll and pull out the note! As you pick up the roll you push your thumb tip into the roll. Look as if you are going to break the roll open and pull out the note, complaining that the baker must have used too much dough!





### 63 - TOTALLY SCREWED

To perform this trick you need two small identical short bolts and eight nuts. Screw four nuts onto each bolt and hold one in your left thumb palm, the other one you hand out to a member of the audience to take the nuts off. Place your thumb tip into your left fist, and take back the unscrewed nuts and bolt into your right hand. Push the loose items into your thumb tip, and when they are all in, reach in with your thumb and index finger, (putting your thumb into the tip) and pull out the bolt with the nuts on it again!



### 64 - VANISHING SALT

Pour some salt into your left fist (which is secretly holding the thumb tip) push the salt firmly into your fist using each finger and your thumb. Finish with your right thumb, put the tip back on and then extract the tip. Open your fist and the salt has vanished!



### 65 - WATERPROOF MONEY

Roll a banknote (5 dollars), place it around your thumb tip (which is on your right thumb). With your left-hand fingers you press on the note and the thumb tip. Then you remove both the note and the thumb tip, pressed together, off your right thumb. Now say to your audience that both you and your money can hold a drink while pouring a little water into the rolled up note. Where has the water gone? Now just say you can hold it until it's time to "go" and then pour the water back. Place your thumb into the rolled up banknote, into the thumb tip and hand the banknote out for inspection.



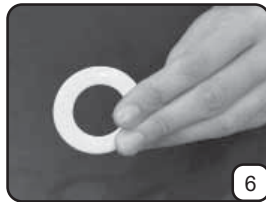
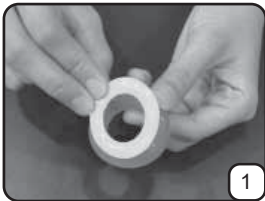
## 66 - DRY HANDS

Roll a banknote (5 dollars), place it around your thumb tip (which is still on your right thumb), press with your left-hand fingers on the thumb through the note and take the note and thumb tip off your thumb. Now pour a tiny little bit of water into your thumb tip, place your thumb into the thumb tip and show both sides of the banknote: the water has vanished! Simply say your hands were so dry they absorbed all the water.



## 67 - COLOUR CHANGING RING

For this trick, take the Ellis half ring (the shell) that fits over the top of the other rings and an Ellis ring of a different colour. (You find in your magic box) Place the solid ring inside the shell. Hold them both together in your left hand as one, between your fingers and thumb, so that it looks like you are just holding one ring. Now move your right hand over the top and secretly remove the shell half ring by squeezing it in your palm, leaving the solid ring behind....it has changed colour!



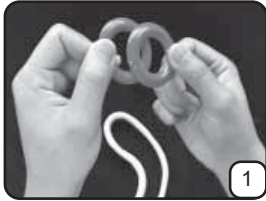
## 68 - DUPLICATION OF THE RING

The magician multiplies one ring into two rings... For this effect, you will use the ring and shell of the same colour. When your right hand takes the shell of, you leave it next to the solid ring on your left hand. The spectators are surprised to see the ring has been multiplied.



## 69 - THE ELLIS RING TRICK

A ring magically appears on a rope tied together at the ends... To perform this trick you need the ring and the shell of the same colour from your magic box. Show your audience a piece of rope in your right hand and hold the ring/shell between the fingers of your left hand. Pass the rope through both the real ring and shell like a thread through a needle. Take away the ring shell with the thumb and index finger of your right hand and leave the real ring hidden on the rope behind your hand. Slide the shell from the rope and put it between the thumb and index finger of the left hand in order to make a knot at both ends of the rope. Grab the shell again in your right hand and put it in your pocket and tell the audience the ring will magically transport from your pocket to the rope. Now let the hidden real ring slide along the rope. You have mysteriously made the ring appear on the rope that was tied at both ends.



## 70 - ESCAPING RINGS

Fold the rope you have in your magic box. Pass one of the plastic rings on it and pass the loop over the two ends of the rope. Now you have a ring, tied with a false knot to the rope. Pass the other two rings through the end of the rope and it will seem that they cannot escape. Give to two spectators each one end of the rope and cover the rings with a handkerchief. Under the handkerchief untie the false knot, take the three rings away and put the first one back in its place. To do this trick well you have to be very quick.

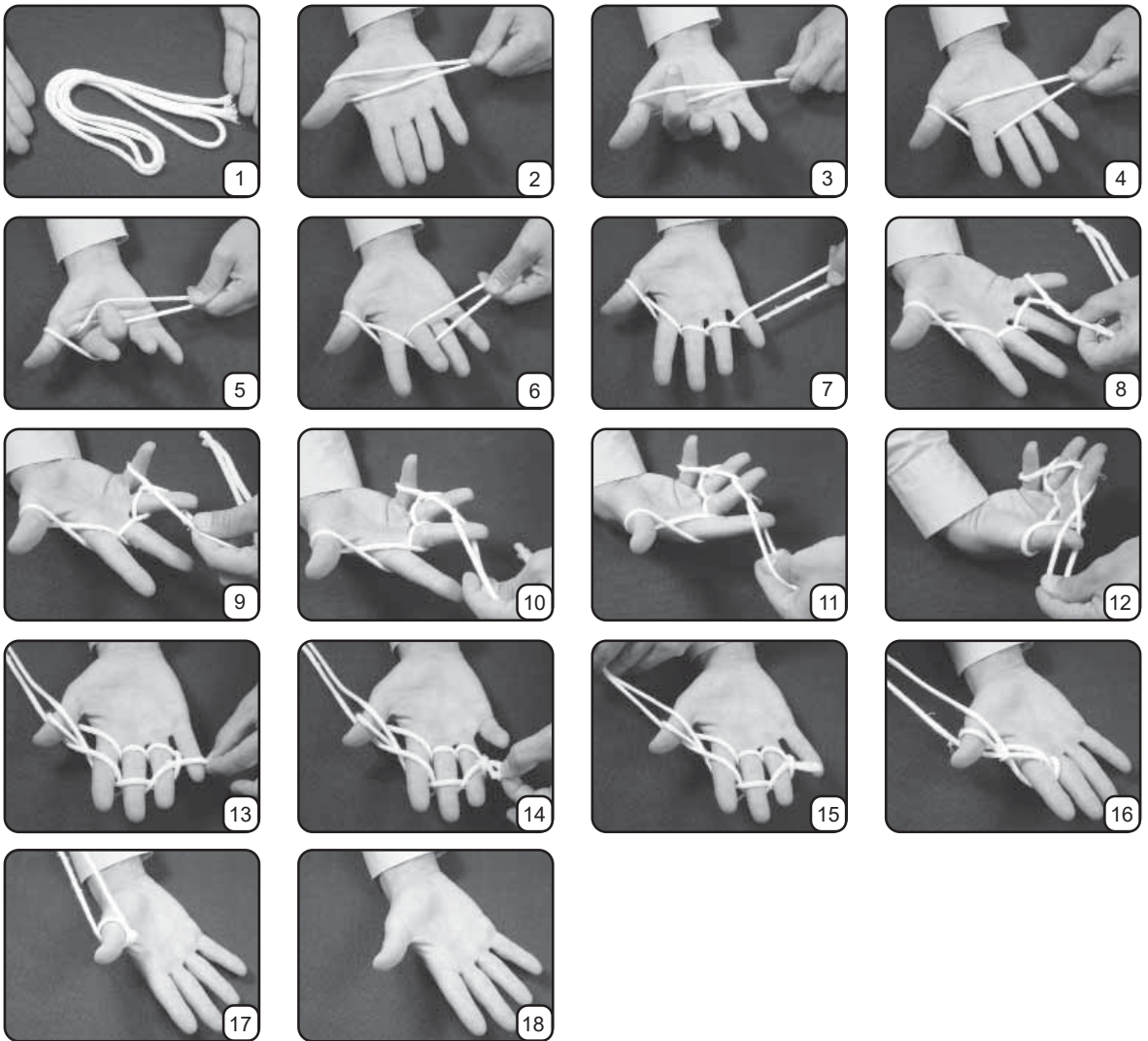
## 71 - THE APPEARING ROPE

The magician's hands are empty. Suddenly a piece of rope appears in their empty hands. Tie the piece of rope, which you find in your magic set, into a small bundle and attach a long black thread to it. Tuck the bundle of rope under the collar of your jacket behind your neck and attach the other end of the thread to the top-button of your jacket (your jacket should be buttoned up for this trick). Show your audience your empty hands. With a flourish, slip your thumb behind the thread and by bringing your hands forward quickly, the rope will suddenly appear.



## 72 - HOUDINI FINGERS

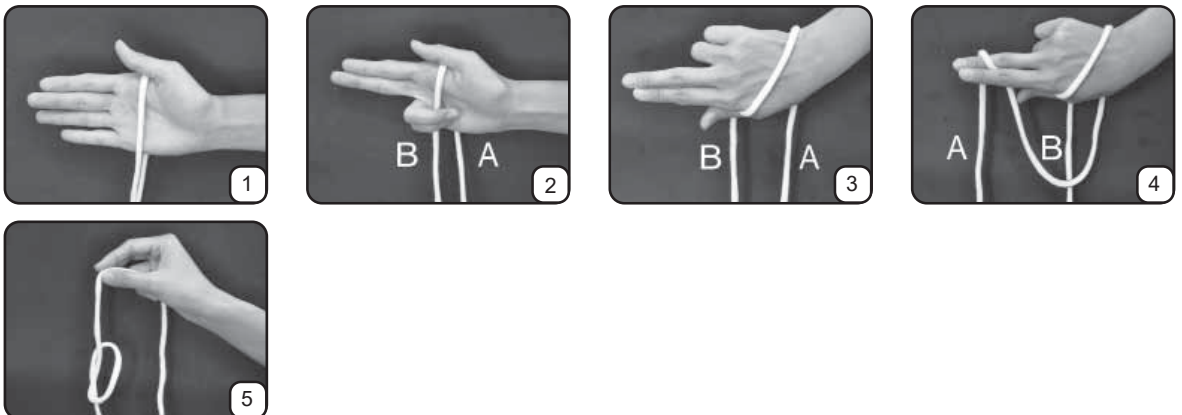
Houdini was a very famous escape artist and in this trick your fingers escape after being tied up. Put the rope over your left hand and then lift the loop from behind your hand and bring it through your fingers and behind your thumb. Don't let go with your right hand because you now make a half-twist in the opposite direction as you bring the rope back across the hand, behind the thumb and put one strand behind your index finger. Now you can let go with the right hand and use it to lift the ropes off your thumb and put them through the gap between your middle fingers. Your fingers look well and truly tied up. There is a single strand of rope across your palm, pull it! Houdini couldn't escape better!



**73 - FLASH KNOT**

Show off your ability by making a knot with one hand... Place the centre of the rope over the palm of your right hand. The hanging end of the rope close to the thumb we call "A," and the hanging end close to the index finger we will call "B". Now you are going to do two moves at the same time. Close the little finger and ring finger holding the rope against the palm of your hand. Turn your hand over palm down and with your index and middle finger, catch the end of the rope "A". With your hand still palm down, release the little and ring fingers and a knot will be made in the centre.

**TIP:** When you release the little and ring fingers, do a slight shake upwards with your hand so you help to make the knot.





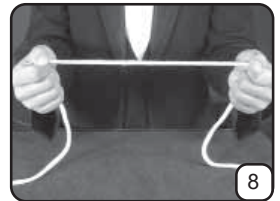
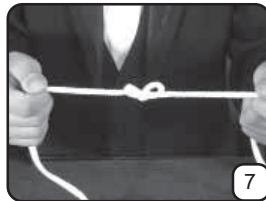
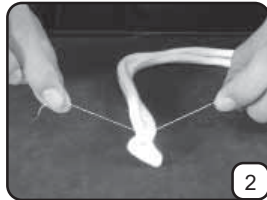
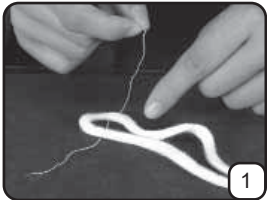
## 74 - DOUBLE KNOTS

How to make two knots in a rope, while always holding it by the ends... In order to do this trick, you first have to practice the 'Flash Knot' trick. Can you do it? Ok, now we continue. Hold the rope between your hands palms up, not too close to the ends. Make the same movements you did when making a Flash knot with one hand but this time use both hands at the same time and you will make two knots in a very spectacular way.



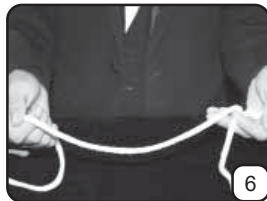
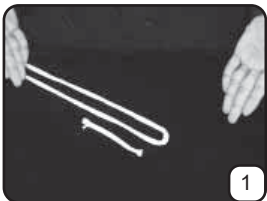
## 75 - THE DISAPPEARING KNOT

Before performing this trick, tie a piece of white thread around the rope, so a small loop is formed in the middle of the rope. Cover this thread with your fingers. Pass one end of the rope through the loop and back again through it. It will look as if you have tied a knot. If you pull on the two ends at the same time, the thread will break and the knot will disappear. Of course you must make sure that your fingers cover the white thread when you pick up the rope to "tie the knot".



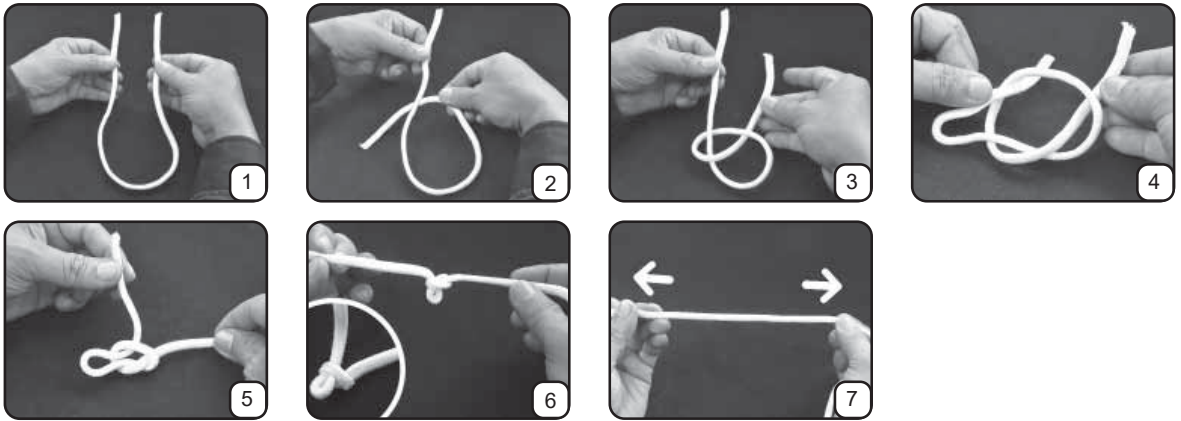
## 76 - ANOTHER DISAPPEARING KNOT

You show two pieces of rope, tied together with a knot. In reality it is one piece of rope, with an extra, small piece of rope tied around it, so that it looks like two pieces of rope. You coil up the rope, slip the knot into your right hand, where you secretly keep it (be sure the knot, made with the small piece, is a rather loose knot, which enables you to move it easily). Then take the magic wand out of your pocket and hide the small piece in the pocket at the same time. Next, show the audience the rope has become one piece.



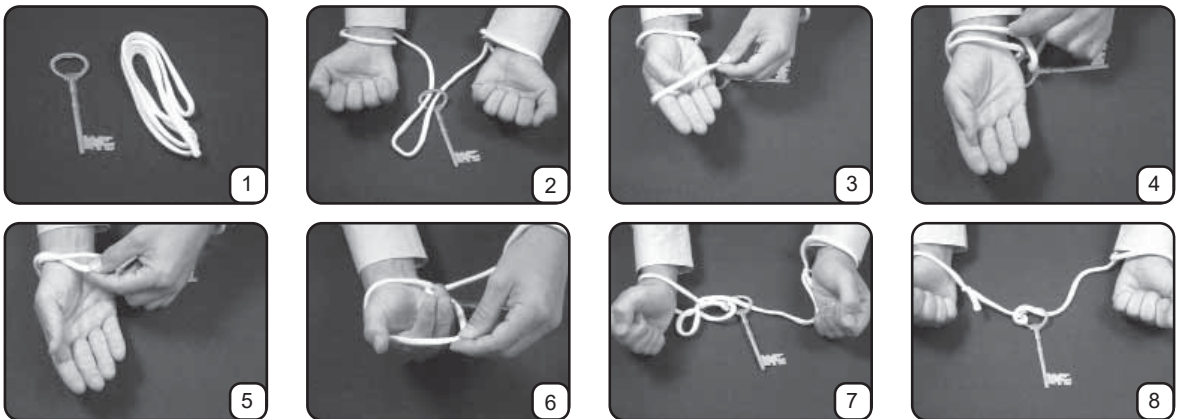
## 77 - KNOTS AND NO KNOTS

Take the rope and make a knot by passing the right end of the rope over the left end and back through the loop. Then pull on both ends, but without tightening the knot. Now make another knot, but this time pass the left end over the right end and pass it through the loop. Now from the outside to the inside, pass the right end through the lower loop of the knot and then you pull it out forward, out of the lower loop and then pass it through the upper loop from your side. Pull on the two ends of the rope and the knot will disappear.



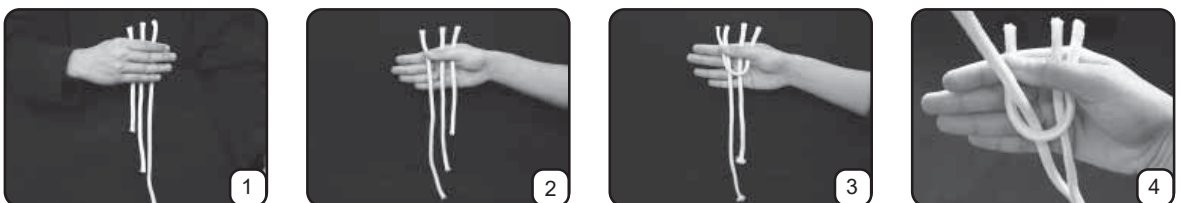
## 78 - THE KEY AND THE ROPE

You must practice this trick until it's perfect before performing it to an audience. A spectator makes two loops in the ends of the rope and passes them over the hands of the magician. (The loops shouldn't fit too tightly). The rest of the rope hangs between the two hands. Now the magician takes the rope in the middle, forms a loop with it and passes the loop through a key and over the right hand and in front underneath the loop on the right wrist. Finally, he passes the loop over the right hand's fingers and when the magician pulls the two ends of the rope, the key is hanging locked on the rope.

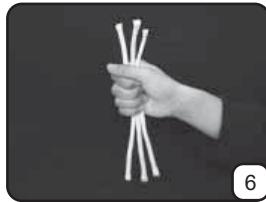
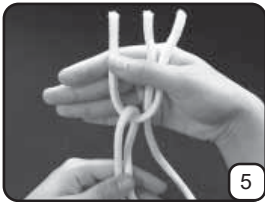


## 79 - THE PROFESSOR'S NIGHTMARE

For this trick you need three pieces of rope in the following lengths, 60, 40 and 20 cm. Take the ropes in your left hand, between your thumb and index finger. (The shortest piece to the left, the longest piece to the right). Now, pick up the lower end of the shortest rope (rope No.1) and put it also between your thumb and index finger, beside the longest rope (rope No.3). This rope becomes rope No.4. Place the end of rope No.2 beside No. 4 and this now becomes rope No.5. Likewise, place the lower end of the rope No.3 beside No.5. Thus, six ends protrude now from your left hand. With your right hand take the ends 4, 5 and 6. Your audience will see that the pieces of rope are still of different lengths. Now, bring your right hand near to your left, but without being seen exchanging ropes 4 and 3 (it is essential No.4 goes behind No.3 and not in front of it) and if you pull all the ends, the ropes will now appear to be of equal lengths. The loop of the shortest rope should be hidden behind the fingers and palm of your right hand.







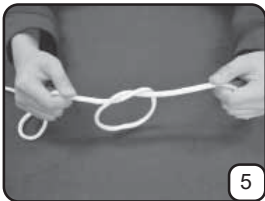
### 80 - ROPE THROUGH WAND

Tie both ends of your rope together to make a loop. Now ask a member of your audience to hold the wand by both ends. Clip the knotted end of the rope with 3rd and 4th fingers of your left hand and with your right hand loop the opposite end of the rope under the wand and back up so it is next to your left hand. With your left finger and thumb secretly make a circle around one of the pieces of rope in the right hand. Now very quickly let the knot fall from your left fingers and pull your hands apart letting the rope slide through the circle made by your finger and thumb. Done quickly it will look like the rope has passed through the wand.



### 81 - THE IMPOSSIBLE KNOT

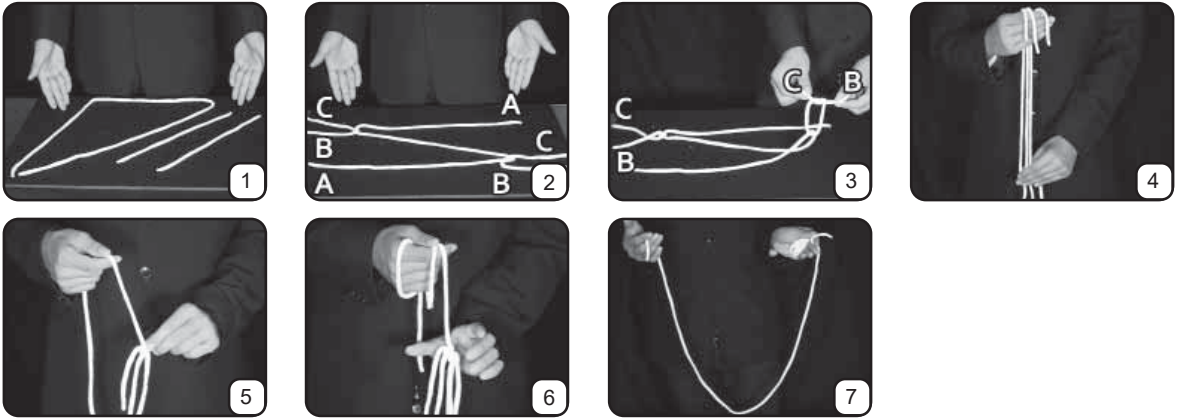
Can you make a knot without letting go of the end of the rope? Your audience will say that it is impossible, but watch this! Cross your arms and put the rope, uncoiled, in front of you on the table. With your left hand you pick up the right end of the rope and at the same time you take the left end with your right hand. Then unfold your arms and "slide" the loop on the table: suddenly the knot appears.



### 82 - ANOTHER PROFESSOR'S NIGHTMARE

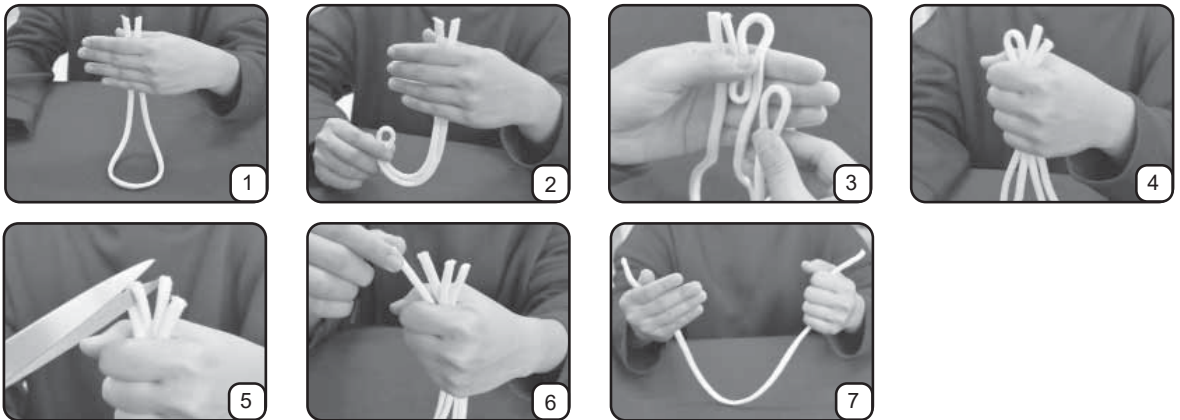
You need a length of rope and two other little pieces of the same kind of rope. Before you start, place the longest rope in a "Z" form on a table, and put the two small ones in the loops of the long one (the bends of the Z). Now pick up the rope in both hands, holding the ends of the small pieces and one end of the long rope in each hand. You are now ready to start your performance. Holding the three pieces of rope as shown, it will look to the audience as if there are 3 roughly equal lengths of rope. Now reach over with your right hand and loosely knot the two ends of the short rope that you are holding in your left hand. When you have done this, do the same with the short rope in your right hand. At all times the audience should only see this as 3 equal lengths of rope. It will appear to the audience that you have now tied together three separate pieces of rope. In your left hand hold the end of the long rope between your thumb and your index finger and drop all the other pieces of rope from your left and right hand. It will appear to the audience that the '3' pieces of rope are tied together. Now make a loose fist with your right hand around the rope just below your left hand and run your right hand down the length of rope. Leave the two

loose knots in your right hand fist. Now you can hold the rope by both ends, showing your audience how 3 pieces of rope have turned into just 1 piece. Remember to keep the 2 short knotted ropes hidden in your right hand fist.



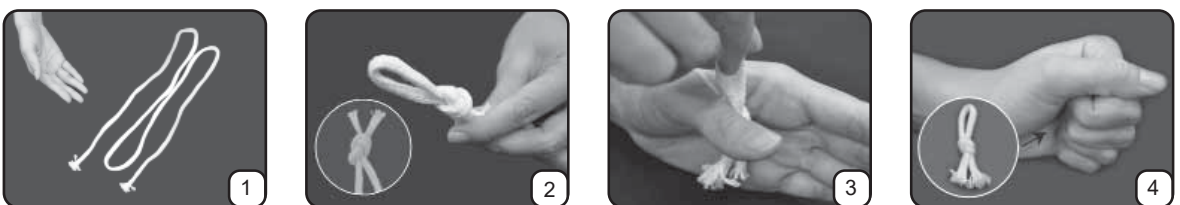
### 83 - THE STRING CUTTING TRICK

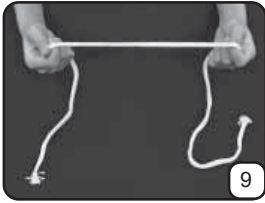
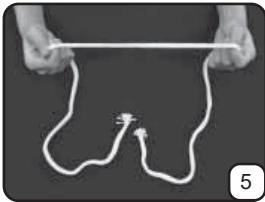
How to cut a string in two, but still ending up with one string? For this trick you can use the rope from your magic tricks box, but if you don't want to cut it, then use any other piece of normal rope or string. Take a piece of string of approx. 30 cm. Show your audience that this is one length of string. Hold the string with the ends between thumb and fingers of the left hand, bring the hanging loop up behind the palm of the left hand, not to be visible to the audience. With the thumb and forefinger of the right hand now facing the palm of the left hand, quickly pick up the right hand string and slide it through the loop on the right side. The string should form a small loop sticking out the bigger loop. Ask a member of the audience to help. Let them take a pair of scissors and cut across the small loop. The audience will believe that the string, which was in one length, has now been cut in two. Let the right hand and left hand ends fall, giving the impression that the string is now in two parts since you have four ends. With a quick flourish pull the string through the thumb and finger, leaving at the same time the small piece of string in the left hand. Dispose of the small piece discreetly and allow the audience to inspect the full length of string.



### 84 - THE RESTORED ROPE

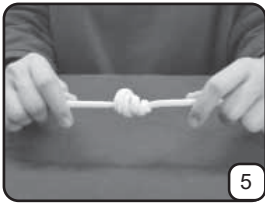
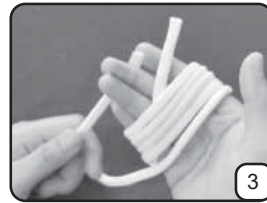
Take the magic rope and show it to the audience: It looks like is a normal rope. Have two spectators help by holding each an end of the rope while you hold the middle. Cut the rope in the middle. As you release it, your audience will be surprised to see that nothing has happened to the rope. Before the presentation, cut a piece off of the rope approx. 8 cm. in length. With this piece, make a little loop, which you hide in your left hand, between your fingers (see picture 1). Now let the audience examine the rope and have the two spectators hold up the ends, hold the rope by the middle and pretend to crimp the rope to make a loop where you will cut the rope. But actually you hold up a loop that you have hidden in your left hand. Your hand must be in a fist (see picture 2). Now, proceed to cut the bow and carefully hide the pieces again in the palm of your left hand. The audience will be surprised to see that you still have the entire rope in your hands.





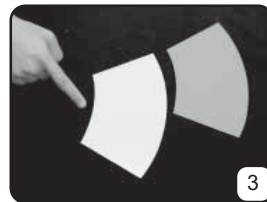
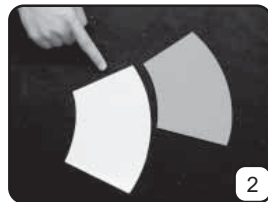
### 85 - MAGIC KNOTS

Make loops by holding the end of the rope. Grip A in your left hand and coil the rope with your right hand. Take the coil onto your right fingers from the left and grip A with your right fingertips. Pull A to the right as your left hand pulls B to the left and knots appear along the rope.



### 86 - STRETCHING A PIECE OF PAPER

In your magic set you will find two banana shaped cards. Ask a member of the audience which card is bigger. They will choose one, but they are always wrong since the cards are exactly the same shape and size. This is called an optical illusion...



### 87 - MAGICAL DISC

In the box you will find a disc decorated in black and white segments. With this disc you can make a coin appear! Take the disc in your hand and show the audience that both sides are empty (Place a coin secretly at the back of the disc and cover it with two fingers. Then show both sides which appear to be empty to the audience). Show the side with the black and white segments to the audience, and make a rotating movement with the disc. In the middle of the disc a black circle will appear which looks like a coin. You keep rotating and in the mean time you let the coin (which you kept at the back), drop in the palm of your other hand or let it drop on the table.

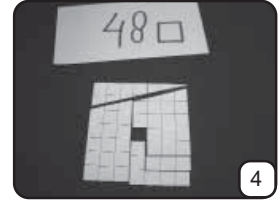
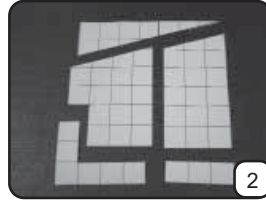
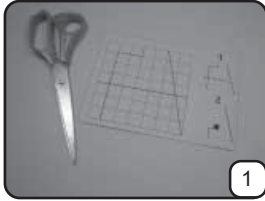


### 88 - FORECASTING NUMBERS

Cut out the six circles that you will find in the last page of your instruction book of your magic set. As you can see, five of the circles are composed of four numbers and the sixth of five numbers. By hiding one of the figures with your thumb you can compose all the numbers in the same order as reproduced on the five other circles. The audience must not know of the sixth circle, which you keep hidden in the palm of your hand. Offer the remaining five discs to a member of the audience, for examination. Ask them to remember one of the four numbers and then take the discs back and place them in a box or cup. Pretend to remove one of the discs but in reality hold the sixth disc up with the blank side to the public. Ask for the chosen number and you can now reveal the disc that has the correct prediction: you simply put your finger on the other figures.

### 89 - THE MAGIC SQUARE

On the last page of this book you will find the magic square. Cut out the pieces: in Fig.1 you see all these pieces. Arrange them as in fig. 3, there are only 48 small squares. What has happened to the 49th square?



### 90 - ORANGES ARE APPLES

To perform this trick you need an orange, an apple and a handkerchief. An orange is placed on the table, you cover it with a handkerchief and it becomes an apple! Very carefully cut the peel off an orange so that it comes off in one piece. It goes as follows: one third from the top of the orange you cut down to the bottom, you repeat this eight times and then scoop out the flesh of the orange. (If you were to open the orange out it would appear to be a spider with eight pointed legs.) You let the orange dry a little and then place the apple inside it. When you cover the orange with the handkerchief you apply slight pressure with your fingers and hold the orange peel as you pull the handkerchief away. The orange peel will be in the hanky and the apple will be left on the table, a really fruity transformation!



### 91 - RESTORING AN OPEN PACKET OF SWEETS

To perform this trick you will need two identical packets or bags of sweets. The effect is that you tear a bag of sweets open and pour some into an audience member's hand. You make a comment that there will not be enough for everybody, and you really need another packet. You take the packet that you are holding, fold it over in your hand, blow on it and throw the new bag of sweets to a member of the audience and ask them to open it and pass it round. The secret is simple. Cut the corner off of one packet of sweets, and match up the cut off corner against the unopened packet and fold the unopened packet along the same line as the cut. From the open packet you then place six or seven of the sweets into your right hand. By holding the torn corner over the folded corner of the full packet, it seems as if you are tearing open the full packet. Place the torn off corner into your pocket, then hold the packet over an audience member's hand and gently release through your fingers the loose sweets. It will look like the sweets are dropping out of the bag that you are holding. When you fold the packet over in your two cupped hands, push back the folded section and it now appears as if you have restored the open packet to a new one.





### 92 - TURNING COLA INTO COINS

To perform this trick you require three paper cups, some loose change, an empty cola bottle and some cold black coffee. The trick is, to pour some cola from a bottle into a paper cup, stating that it's bad manners to drink straight from the bottle. Then you pretend to sip from the bottle and make a comment about how expensive cola is these days. Say "wouldn't it be magic if you could always get a refund after buying a drink". Show the members of the audience your drink and they will see it turn from cola into coins. Take the three cups: You cut a hole in the bottom of the first cup, from the second one, cut the rim or lip off and the third cup, you cut in half and in the bottom half put a cut in the side from top to bottom. Now place the half-cup upside down in the cup with the hole in its bottom and place this cup inside the cup with no rim. Now simply cover the half cup with loose change until you can no longer see the half cup underneath. Pour some cold coffee into an empty cola bottle and you are ready to start. Pour the 'cola' until it covers the coins, when you show the audience the cup full of cola, hold the cup in both hands and very gently twist the bottom cup and pull it down from the top cup. You only need to lower it about 1cm and the coffee will appear slowly into the cup below, but will give the illusion that it is turning into coins!



### 93 - DISAPPEARANCE OF A BISCUIT

Show the audience the biscuit with your right hand. Pass it to your left hand (close your fingers and turn your hand so the biscuit cannot be seen inside your fist). Then you let the audience know that the biscuit is about to disappear. Count to three, open your hand and... the biscuit is still there (first laughs). Take the biscuit and show it again using your right hand. Repeat the same movements as before (passing the biscuit to your left hand, count to three and show the audience that the biscuit is still there). This will cause even more laughter, as people enjoy seeing the magician having a hard time. Perform these steps three or four times. During the last time, pretend to pass the biscuit to your left hand but keep it hidden in your right hand, while you tell your audience that you have forgotten the "magic powder". Squeeze your right hand tightly and sprinkle the crumbles of the smashed biscuit over your left hand triumphantly showing how the biscuit has disappeared (at this point the audience will roar with laughter when they realise they have been tricked).

## 94 - MAGIC BREADSTICKS

The principle behind this trick is one of the very oldest in magic, but you can still have a lot of fun performing it. Put a breadstick across the palm of your left hand, now grip your left wrist with your right hand so your thumb and last three fingers are visible just in front of your watch. Your index finger is lying across the breadstick securing it to your palm. Keep the back of your left hand towards your audience and show that the breadstick has adhered to your hand. If someone challenges you and says that they know how the trick is done, let them demonstrate. Whilst they are doing this conceal a spoon or knife through your watchstrap. When they have finished their demonstration tell them that they are very clever, now perform the trick as you did before but make sure that the breadstick is held in place under your knife. Tell them that they are quite right. It is an easy trick to perform, while you are saying this, remove your right hand and take a sip of water or another drink in front of you, of course the breadstick will remain on your hand. With your right hand pass them the breadstick and ask them to demonstrate the trick again. Drop your left hand down and slip the knife secretly onto your lap or into your left side jacket pocket.

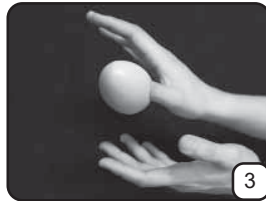
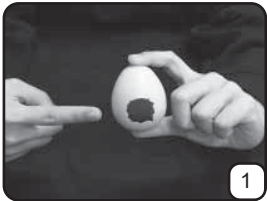


## 95 - SUGAR AND SPICE JUST DON'T MIX

To perform this trick you need to have a liberal amount of soap on the nail of your right index finger. Probably best to perform it when you have just returned from the washroom. Take a clean empty dessert bowl and pour in some water, then add a teaspoon of sugar and stir with your left index finger. Now take the pepper pot in your left hand and shake some pepper into the centre of the bowl. Tell your audience that they should never put sugar and spice together as they just don't mix. Now put your right index finger into the bowl to mix them 'together' and the pepper will instantly move out to the sides of the bowl.

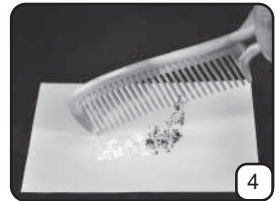
## 96 - GETTING A REAL EGG TO FLOAT IN MID AIR

To perform this trick all you need is an egg. Take the egg and carefully make a hole in its side that is large enough to fit the end of your thumb. Pick the egg up with both hands and show it to your audience being very careful not to let them see the hole. Keeping the hole towards you, push one of your thumbs into the hole. Now let go of the egg and at the same time spread your fingers apart, pointing them towards the audience. To the audience it seems as the egg is floating between your hands!



## 97 - THE SALT AND PEPPER TRICK

The magician sprinkles some salt onto a piece of paper, and then sprinkles some pepper on top of the salt. They challenge the audience to separate the salt from the pepper! Nobody will offer an easy solution. The magician removes a comb from their pocket and runs it through his hair a few times. This will generate static electricity. They now hold the comb just over the pile of salt and pepper and the grains of pepper will jump up and cling to the teeth of the comb leaving the salt on the table.



## 98 - THE BANANA TRICK

The Magician displays a banana to the audience and asks a volunteer to choose a number between 1 and 4. Then the Magician peels the banana. If the volunteer says 2 they show 2 pieces of banana, if they says 3, the Magician shows three pieces of banana. Before the performance, take a needle or a toothpick and insert it in one of the dark patches on the banana skin. Once inside, you can slice the banana by moving the toothpick from side to side. Do this twice so that you can produce either two or three slices of banana.

## 99 - A SWEET FLOATATION

Before you add milk or cream to your coffee secretly drop a sugar cube upright into the cup. Then tell your audience that in the best coffee, sugar is always floating. Place another cube of sugar directly on top of the first. It will appear as if the cube you've just put in is floating. The audience will not see the first cube as it will be hidden by the coffee. If the coffee is very hot, let it cool a little before performing otherwise the first cube will dissolve before you place the second on top...



---

### 100 - A SWEET DROP

Secretly take a wrapped sugar lump from a bowl and remove the wrapper, rewrap the paper, without the sugar lump inside. Place the empty package (the shell) back into the bowl. When your coffee comes, make a comment about hating these wrappings, that they are really inconvenient. At the same time take the shell from the bowl with your right hand. (In your left hand you have the unwrapped sugar lump.) Hold the sugar lump in your left thumb palm, and put your left hand over the coffee. Make a comment about knowing a faster way to get your sugar. Place the shell on the back of your left hand, then slap the back of your left hand (flattening the shell) and release the lump of sugar from your hand...

---

### 101 - WHAT A CATCH!

To perform this trick all that you require is an empty glass and two lumps of sugar. Hold a lump of sugar against the side of the glass with your thumb. Then place the other lump on top of the first one. Holding everything in one hand, bet that you could toss each lump into the glass but one at a time so that you end up with two lumps in the glass. Let a member of the audience try it first, it looks like it is easy to do but without knowing the secret it is virtually impossible. Each time they try it, the first lump will fly out of the glass as the spectator tries to toss up the second lump. The secret is simple, toss up the first lump and catch it. With the second lump you do not throw the sugar into the air but instead release your thumb and bring the glass under the falling lump of sugar. N.B. Don't use a long tall glass.

---

### 102 - A LIGHT ROLL

Unfold your napkin or serviette and place it in front of you, hidden under the corner nearest to your right hand is your fork. On your immediate left is your side plate with a bread roll on it. Pick up the napkin by two corners so that you are holding it like a curtain in front of you. (You secretly pick up the fork at the same time). Mention that you are very fussy about what bread rolls you eat and that they have to be made from the lightest and finest dough. Move the napkin over your plate so the roll is covered and pierce the roll with the prongs of the fork. As you lift the napkin up, the roll will rise up under the centre of it, well away from your thumbs, which could not possibly be holding it. You can even move the fork so that the roll rises to the top of the curtain in front of you. Gently lower the roll onto the table just in front of you and pick it up with your left hand, at the same time pulling it off the prongs of the fork. Pull the napkin towards you and drop the fork onto your lap at the same time as you lift the roll into the air with your left hand. Place the napkin on the table in front of you and when bringing your left and right hands together open the roll at the point where the prongs went.

---

### 103 - AMAZING SUGAR AND SPICE

Take a sachet of sugar from the sugar bowl and hold it in your left hand and make a loose fist. "Did you know sugar reacts very strangely when it comes into contact with pepper?" Reach for the pepper shaker with your right hand. (And at the same time bring your other hand towards you and drop the sugar sachet into your lap; this is a perfect misdirection, everyone will be looking at the hand reaching for the pepper) When you have the pepper, move your left hand and bring it to the centre of the table to meet the pepper. Both of these movements are done simultaneously. The move for the pepper shaker should get the attention away from the sugar. You now have a closed left fist in the centre of the table. You are holding the pepper shaker so all your fingers are wrapped around it. (Your thumb should be resting on top of the pot) Sprinkle a little pepper into your left fist, then bring the pepper back towards the edge of the table, at the same time lift your left fist off the table (again for misdirection) and drop the pepper shaker into your lap. When dropping the shaker say: "Pepper can cause sugar to vanish." Now bring your right hand back onto the table as though you were still holding the pepper shaker, slowly open your hand and say: "On the other hand, sugar can make pepper disappear!"

---

### 104 - WHO HAS THE WALNUT?

While you leave the room and close the door, one of the spectators must take a walnut and hold it against his forehead for thirty seconds and then knock on the door. When you come back into the room you instruct all the spectators to place both of their hands (in fists) onto the table. You know exactly who has the walnut and in which hand! The explanation is that the spectator's fist who held the walnut against his forehead, is a little paler than the fists of the others, due to a decreased blood-circulation as they had their hand against their forehead for thirty seconds.

---

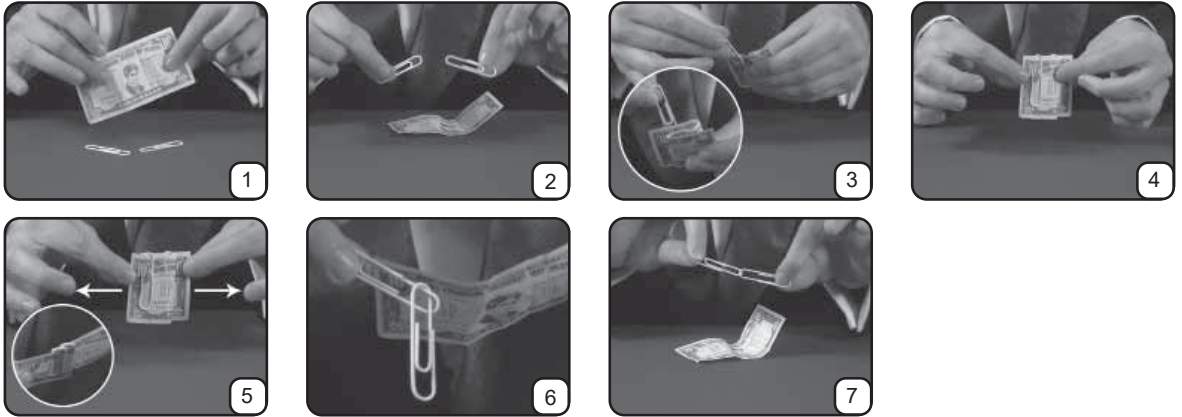
### 105 - THE DISAPPEARING PENCIL

The pencil goes into a hanky. Fold the end of the hanky over the pencil and roll the hanky over it. Give a snap with your fingers and the pencil has disappeared. How do you do this? Put the hanky on the table, put the pencil in the middle of it. Fold the end

to the front just a little above the middle. Roll the hanky. Then take the two ends, pull the end that is nearest to you up and the pencil has disappeared. The pencil is on the table.

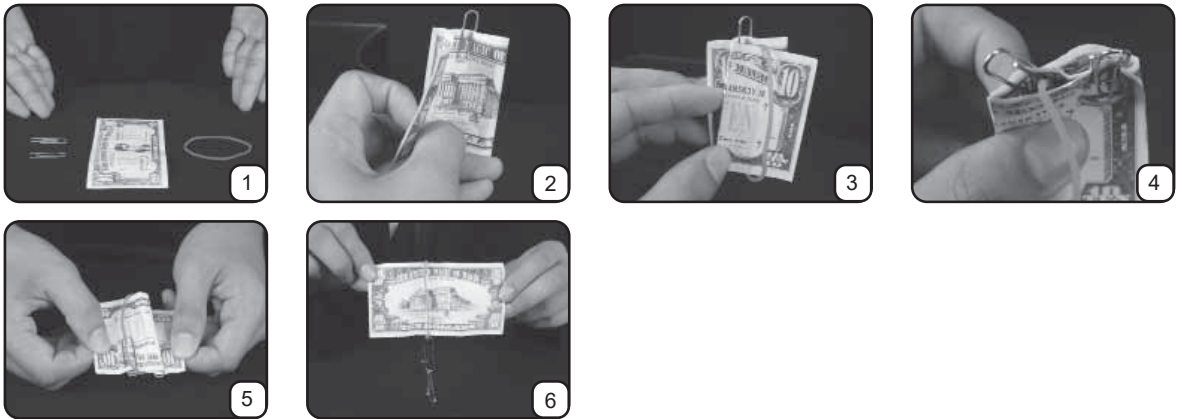
### 106 - THE MAGIC PAPERCLIPS

The Magician fixes two paperclips onto a banknote and folds the note. Suddenly pulls open the note and the paperclips jump out clipped together! Fold a bank note lengthways and slide two paperclips on the note about 12mm. apart, making sure that they are correctly positioned. Fold the right end of the note under the left paper clip. Turn the note over and repeat the action. Now pull the two ends of the note and the paperclips will jump from the note linked together!



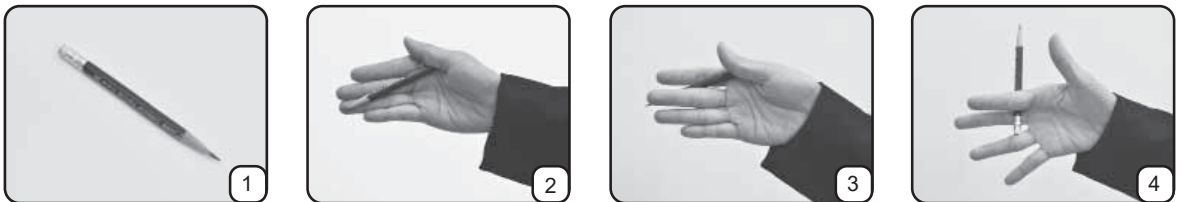
### 107 - THE MAGIC PAPERCLIPS 2

Place the clip over the folded part of the banknote as shown. Now, loop a rubber band of the size shown around the right end of the banknote. It's very important, that the rubber band has to be slightly longer than the width of the banknote so a part of the band hangs on. Fold back the right end of the banknote and attach the second paper clip as you did in the magic paperclips trick. After this, firmly grip both ends of the note and pull them apart. The rubber band will remain looped around the note with the paper clips linked to it in a chain as shown.



### 108 - THE APPEARING PENCIL

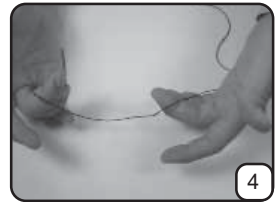
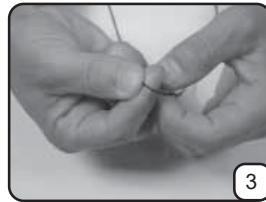
Hide a pencil in the palm of your hand, as shown on the picture. The audience, who sees the back of your hand, believes that your hand is empty. By simply bending your fingers now and stretching them again, the pencil will appear from "nowhere".



### 109 - BACK TOGETHER AGAIN

You cut a piece of wool thread into two pieces. You simply pass them behind your back and they are whole again... To perform this trick you will need a piece of wool thread of about 1 meter in length and a pair of scissors. You give the wool thread to a spectator in order to cut it in the middle. Put the two parts behind your back. You just need to be sure that no one can see behind your back as you put the two ends together. Simply twist and compress them strongly, the fibre of the wool will weld together. When you have finished, the illusion will be perfect. Just make sure that you are at least 2m away from your audience. The wool thread will seem to be magically repaired...





### 110 - INSTANT VANISHING SPOON

Place a spoon at a right angle to the edge of the table with the handle pointing towards you. Have a finger on your right hand slightly overhanging the end of the bowl of the spoon. Tip the bowl slightly to lift the handle about half an inch, then with a very quick backward movement flick the spoon into your right jacket sleeve. The spoon will appear to vanish instantly! You can now lift your hand to show that your palm is empty.



### 111 - STRANGE APPETITE

To perform this trick all you need is a teaspoon, and you should be sitting at a table facing your audience. Lift the spoon to your nose and smell it, saying it smells delicious! Then put the spoon in-between your two hands, holding the bowl with your left thumb and the other end (the handle) with your right thumb. The length of the spoon should run straight between your fingers. So you can see the spoon but the audience only sees the back of your hands, (but not your thumbs). The ends of the middle fingers of your right hand slightly overlap. The spoon should be about 9 cm from the edge of the table and running parallel to the edge of the table. Now swing your hands into a vertical position, so that the left hand is above the right. Raise your hands to your mouth, tilt your head back slightly, and keep your hands in the vertical position. Lift your right hand to the bottom of your chin, as if you were going to drop the spoon into your mouth, just like a sword swallower. At the last second say: "Oh I forgot the salt and pepper", put the spoon down and shake on some salt and pepper. Now hold the spoon as you did before, however this time pull your hands towards yourself at the edge of the table and drop the spoon onto your lap. Simply release it from your thumbs. (Do not look down; remember to make everything appear exactly the same as it did before.) Lift your hands to your mouth (as you did before) and pretend to insert the spoon into your mouth and begin to chew as your hands come away from your mouth. (Stick your tongue in your cheek this will add to the illusion.) Swallow very hard as if it is a big lump to swallow, take a little sip of water to add to the effect. Now you can say "I wonder what the main course will be!"



### 112 - A TOUGH PIECE OF STRING

To perform this trick you require a piece of string and a straw. You place the string through the straw. Then you cut the straw in two. However, the string will still be uncut and intact... You have previously prepared the straw with a small slit, right in the middle of it. When you cut the straw you bend it in two. This will force the string through the slit and out of the straw into your hand that will conceal it from the audience. Make sure when you make the cut, you cut only through the straw and not the string. Now all you have to do is pull the string out of your hand and everyone will see that the straw has been cut into two pieces.

### 113 - I DON'T KNOW MY OWN STRENGTH

Take a paper serviette and roll it diagonally from one corner to the other. Roll it very tightly so it resembles a piece of rope. Pass it to a member of the audience and tell them to pull the two ends and make it break in the centre. They will not be able to do it. Let a few different people try to do it. However you can do it! When they are busy pulling and passing the serviette to

each other secretly wet your fingers. When you take the serviette back touch your fingers at the centre. The water will weaken the fibres so the serviette will tear at that point.

---

#### **114 - AN AMAZING FEAT OF GRAVITY**

Take a cloth napkin and place it over an empty drinking glass so the glass is now under the centre of the napkin. Push the napkin into the glass so a pocket is formed in the centre of the napkin. Slowly pour water into the napkin and it will penetrate the cloth, filling the glass. Now draw the wet napkin tightly around the glass rim. (The napkin is outside the glass with the wet spot pulled taut on top of the glass.) Now turn the whole thing upside down and the water will seem to defy gravity, the water will not pour out of the napkin the same way it went in. When turning it back over, make sure you do it quickly so the water doesn't spill. The secret is simple, outside air pressure and surface tension keeps the water inside and prevents it from passing through the cloth.

---

#### **115 - SPOON DIVINATION**

Tell the audience your spoon has magical powers and sings when it comes close to water. Put three glasses on a table in front of you and put water in just one of them. Firmly hold a metal fork in your left hand with the prongs pointing up and in your right hand hold a spoon by the handle. Snap one of the prongs of the fork so that it vibrates and hold the spoon directly over an empty glass and say: "There isn't any water here." Do the same with the second empty glass. "There isn't any water here either". On the third try hold the spoon over the glass containing the water. At the same time, touch the handle of the fork to the table. The table will act as a sound board and makes the fork react as a tuning fork giving a high pitched musical note. Because you have the spoon over the water and led people to think that it sings when close to water, the audience will think that the sound has come from the spoon.

---

#### **116 - THE RIGHT BALANCE**

This trick is best performed with a large dinner plate. Pick the plate up with your right hand. The bottom of the plate should be under your thumb while your four fingers hold the front of the plate. Turn the plate on its side so that the back of your hand is facing towards the audience. Now pick up a glass preferably with a little water in it. Place the bottom of the glass on the edge of the plate, keep adjusting the glass as if you are looking for the exact spot, but you just can't seem to find it. Lift the glass and put it on the plate a second time. This time the front edge of the glass touches the edge of the plate, the rest of the glass extends over the back of the plate towards you. Pull your right thumb back away from the plate without letting go of the plate. The trick here is to only move the first joint, the base of the thumb does not move. The rear edge of the glass is now resting on the tip of your thumb. To the audience it will appear as if the glass is balancing on the edge of the plate. After a few moments remove the glass and place it back on the table, with your right hand put the plate back on the table.

---

#### **117 - THE TELEPHONE DIRECTORY PREDICTION**

You ask a volunteer to write down a three figure number with different digits (not using a '0'). Then you ask the volunteer to reverse the order of the numbers and subtract the lower number from the higher, e.g.  $521 - 125 = 396$ . Now have them add up each digit separately and tell you the result e.g.  $3 + 9 = 12 + 6 = 18$ . Open the telephone directory at page 18. Add the digits of the page number e.g.  $1 + 8 = 9$ . Now have them look at the first column of page 18 in the directory to find the ninth name in the column. Have them read out the name, address and telephone number. You then take an envelope from your pocket and explain that you have already predicted the result. The volunteer opens the envelope and shows a piece of paper with the correct name, address and telephone number written upon it. The magician is always right!

---

#### **118 - KNOWING THE BOOK**

Take any old book and write down in pencil the first word that appears on the top left hand page, on every top right hand corner of the facing right hand page. Holding the book with the left side facing the audience simply flick through it, open up a page at random and ask someone to read the first word that appears on the top left hand page. You will be able by glimpsing at the top right hand corner of the opposite page what that word is. You can ask the person to give you the page number for added effect. This way it will look like you have memorized the first word of every page in the whole book.

---

#### **119 - A PREDICTION WORTH ITS SALT**

Put four sugar lumps in a row on the table and before the performance, secretly put a small sprinkle of salt on top of each of the sugar lumps. While performing this trick, turn your back to the audience and ask one of them to turn over one of the lumps. The member of the audience will not notice the salt falling off the top of the lump of sugar. When you turn back to face the audience again, all you have to do is gently tap at each lump to see which one doesn't have salt on top. The sugar lump without the salt is the one that has been turned upside down.

---

#### **120 - BENDING AND RESTORING METAL**

To perform this trick, all you need is a tablespoon. You magically bend it, and then straighten it back to its original form. For this effect you hold the spoon in your left hand fist, with the bottom edge of the bowl resting onto a table in front of you. Now place your right hand over the top half of your left fist and the top half of the grip of the spoon. Under this full cover, secretly change the position of the left fist and replace the spoon between the middle and little finger of your left hand. Press the spoon down onto the table top, whilst at the same time keeping both your hands up vertically, covering this secret handling. It will appear as if you really bent the spoon. Move both your hands up to your mouth, blow on them and show the now perfectly restored spoon to your audience.



---

### 121 - MIND-READING

Tell the audience you can read thoughts and that you memorized today's paper. Go into another room and close the door. Now your spectators can ask you what is written in the first column on the first page or what picture there is on the top of the page. You will know everything... The solution is simple. Beforehand you secretly place the same newspaper in the room that you are going to be in, therefore it is easy to answer any question. But take care, do not make noises by turning the pages, so they will not find out about the secret in the other room.

---

### 122 - TIME IS ON YOUR SIDE

This is a great trick and is guaranteed to work every time. It will impress everyone at the table you are having dinner with and all it will cost you is \$1.00. Write a prediction on a piece of paper, fold it and place it for everyone to see on the table and ask them not to touch it. Often it will be placed under a glass as it is a favourite position. Ask someone if you can borrow their watch (it has to be a normal watch with a winder for adjusting the time). Now wrap the watch up in a serviette or napkin, so it is fully protected. You then ask the person whose watch it is, to call over any waitress or waiter. You ask the waiting staff to take the napkin with the watch inside. Could they please take it somewhere out of sight, like the kitchen and turn the winder to any time of their choosing. Then if they could wrap the watch back up in the napkin, bring it back to the table and give it to the person from whom you borrowed it. When the waiter returns with the watch set to a new time, you ask someone to read the prediction and it will match exactly the time that is now on the watch. The secret is simple. Before you go to the restaurant you write on a piece of paper the following: You are participating in a great trick! Please change the time on the watch to 12:20, please keep the tip for your trouble & most importantly please keep the secret! Wrap the appropriate currency into the note and leave it on your lap. When you are wrapping the watch into the napkin secretly wrap the note and tip into the bundle. The opportunity to participate in such a great trick will not be passed over by virtually every waiter or waitress!

---

### 123 - THE COMMON TRIANGLE

Ask someone to draw a simple geometrical shape, such as a square, hexagon or octagon. The chances are high they will draw a triangle. In advance, you can draw different shapes and put each one in an envelope keeping them in order of circle, triangle, square, pentagon, hexagon etc. As they are drawing tell them that you predicted earlier which shape he is going to draw. Secretly, count through your envelopes and pull out the correct one. Again it is most likely to be a triangle which will be the second envelope.

---

### 124 - THE PREDICTION IS THEIR CHOICE

Tell your audience that quite often you get flashes of the future and can therefore make predictions. Actually you've just experienced one. Take five items; make sure one of the items is a bit taller than the others, e.g. a peppermill, also a spoon, salt cellar, serviette and a small plate. Write a prediction down on a piece of paper, fold it and place it in the middle of the table where everyone can see it. Your prediction will say: "You will choose the peppermill". Now arrange the items in front of a member of the audience making sure that the two tallest items are placed second and fourth in front of them with the tallest item (the peppermill) as number four and close to his right hand. So as they are looking at the items in front of them, they would see from left to right, one: spoon, two: salt cellar, three: small plate, four: peppermill and five: serviette. Now give the person the following instructions: "Take both of your hands and hold them above the objects in front of you, reach down and touch an item." The chances are in your favour that they will choose the peppermill in which case tell him to look at the prediction. If the person does not choose the peppermill tell them "sorry I meant for you to touch an item with each hand." Now should one of the two items include the peppermill you continue by asking them "now please lift them and pass one to me" If they hand you the peppermill say, I knew you would choose the peppermill and tell him to look at the prediction. If on the other hand they keep the peppermill tell him "I knew you would keep the peppermill!" If neither of the items touched are the peppermill, say: "Ok you have chosen to get rid of those two. That leaves us with three items on the table." You then ask them to touch an item again if they choose one and it is not the peppermill, remind them to touch an item with each hand. If one of the items is the peppermill again ask them to hand an item to you. If neither of them is the peppermill, tell them to discard both of those items. Now, only one item is left in front of them, the item that they have chosen to remain.

---

### 125 - OAR

Take any three items from your box of tricks or an everyday object from around your home, for example a magic wand, a die and a ball and place them on a table or on the floor. Then you leave the room. The audience chooses one of the three items

and calls you back in. Waving your hands over the three items you select the same one they chose! This is one trick you can repeat, changing the "rule" each time. For example the next time someone can go out with you to make sure you cannot see, another time they can change the position of the objects before they choose one or after one is chosen etc. How? On each occasion the person that calls you back is your secret assistant. They know a secret code that you call OAR. If the object on the left is chosen, your "assistant" calls you back shouting: "OK". If the middle object is chosen the assistants calls: "Alright", and with the object on the right the assistant can say: "Ready" = OAR. Make sure you agree which is left when facing in a particular direction and always add words like "OK, you can come back" or "All right, come back in, or "We are Ready", to disguise the code.

---

### 126 - THE SUGAR LUMP DISAPPEARS, BUT THE MARK STAYS

Ask a spectator to draw a cross on a lump of sugar using a lead pencil. Take the lump in a way the cross gets printed on your thumb. Put the lump inside a glass of warm water. Firmly take the hand of the spectator (pressing your thumb against the back of his hand) and hold it over the glass, while you say your magic words. Now the cross will be printed on the spectator's hand while the lump is slowly dissolving in the water.

---

### 127 - IS IT THIS?

In this trick your assistant is not secret but you tell the audience that you have developed telepathic powers and can read your assistants mind. You leave the room. An object in the room is chosen by the audience. You are called back in and your assistant goes around the room touching objects and/or people asking each time, "Yes". How? Your assistant and you have agreed on a secret code letter beforehand. I always use the letter C. Then your assistant goes around the room making sure to touch nothing and no- one that begins with the letter C. When wanting to "transmit" to you the assistant touches the curtains, carpet or a clock, or even someone called Colin, Christine, or Chris and you know the third item after that will be the chosen object or person. Practise this together and get it right every time.

---

### 128 - WHAT COLOUR IS THE CRAYON

The magician hands four different coloured crayons to a volunteer and turns their back to the audience. The volunteer places one of the crayons into the Magician's hands behind their back. The volunteer then takes back the crayon. The magician turns to face the audience and reveals the colour of the crayon! As the volunteer places the crayon in your hands, make sure that you touch the point of the crayon with your fingertip. Now turn back to face the audience. Raise your hand to your forehead to "think" as your hand moves upwards you will be able to see the colour of the crayon mark on your fingertip.



---

### 129 - THOUGHT-READING

Prepare two pieces of carton with a piece of transfer-paper between. Lightly glue the sides of the carton-pieces. Let a spectator put a piece of blank paper on the prepared carton-pieces and let him write a word or a number on the blank paper. Then you give an (not-transparent) envelope to the spectator and take the carton-pieces back. While the spectator folds the paper and puts it in the envelope, closing it, you open, unseen, the sides of the carton-pieces. Lift the transfer-paper and read the word or the number. Let the carton-pieces and the transfer-paper disappear in your pocket. Now, the spectator hands the envelope over to you. You lift it, put it against your forehead and act as if you are trying very hard to guess what has been written on the piece of paper in the envelope. Finally, you pronounce the word or number and the spectators will not understand how you know the answer without having opened the envelope.

---

### 130 - THE RIGHT STRIP

You guess the birthday of a spectator in a very unusual way. All you need is a little strip of paper and a pencil. Tear a piece of paper into three parts. Note only the middle piece has two torn edges, it is this piece of paper that you will use. The two other pieces of paper will have three straight sides, and one uneven side as shown on the figure no.1. Give the middle part to the spectator. Make it look as if you give it randomly and ask them to write their birthday on the paper and fold it in four. Then tell the spectator to write a wrong date on the two other papers in order to mislead you and fold the two papers in four. You turn your back to them while they are writing, so you can't see what they are writing on the papers. Then ask them to mix the papers properly. Now you choose the paper with the two torn edges and you can announce their true date of birth.

---

### 131 - BLACK OR WHITE

Take a sheet of paper, and write the words black and white alternately from left to right and downwards about three times.

White Black White

Black White Black

White Black White



Now tear the paper into nine squares with one word on each piece. Place the bits of paper into a bag. You will instantly be able to determine which word is coming out of the bag next. The secret is simple, all the bits of paper with "White" written on them will have two even edges, with the exception of one piece (the middle one), which will have four rough edges. The "Black" will each have only one straight edge. You will easily be able to "feel" which word is coming out next.

---

### 132 - MENTAL MARVEL

The magician takes nine playing cards and puts them face up on the table. They tell the audience that they will leave the room and in their absence a member of the audience should select a card. When the magician returns, they ask a volunteer to tap on each card with a pencil tip and then he nominates the chosen card! When the magician asks for a volunteer, their secret helper in the audience will step forward. The magician takes the nine playing cards, one of which must be a nine, e.g. the nine of spades and places them in a row on the table with the nine of spades as the first card. Beforehand you agree with your helper to find correspondence of each pip on the nine of spades to the number in which the cards are put down on the table. When the magician returns, the helper taps secretly on one of the pips on the nine of spades which corresponds with the number of the selected card.

---

### 133 - A LEVITATION THAT IS WORTH ITS SALT

To perform this trick you will require a toothpick and a salt cellar. Place the toothpick along the palm side of your index finger, secure it in place with your thumb and bend your other three fingers into your fist, so it appears as if you are pointing at something. Touch the top of the salt cellar with your pointed finger and secretly push the toothpick into the hole. When you lift your finger it will appear as if the salt cellar is stuck to your finger! With your other hand take the salt cellar away and pass it to someone else to have a go while you secretly drop the toothpick into your lap or put it into your jacket pocket.

---

### 134 - MATHEMAGICS

You claim to be a 'mathemagical' genius and ask someone to write down a five figure number. For example they write down the number 64321. Tell them to write another 5 figure number below that. Now their paper looks like this:

64321

32780

Now underneath this last number you write quickly: 67219, making sure that each number you write down, add up to nine with the number right above.

$32780 + 67219 = 99999$ .

Then tell them to write another five figure number below yours and repeat the same thing. For example:

64321 written by them

32780 written by them

67219 written by you (adding to 9)

76543 written by them

23456 written by you (adding to 9)

Say that you can add faster than a calculator and give him the calculator to enter all the numbers. Before he has entered even the first number you have already written down the result. All you do (don't tell anyone this secret!) is look at the first number they have written down, subtract 2 and place the 2 in front of the first number. In our example this means:  $64321 - 2 = 64319$  and putting the 2 in front of it makes 264319. Try it, it's amazing!!!

---

### 135 - NUMBERS FORETOLD

With this experiment you show your excellent mind powers by predicting the result

Items required: a piece of paper; a pen; envelope

Before you start:

Write down the number 1089 on a piece of paper and put it in an envelope.

Ready to perform:

Ask a spectator to hold on to it the envelope. Ask another spectator to write down a number of three different figures, for example: 345. Reverse the numbers and you will have 543.

Now subtract the low from the high number:  $543 - 345 = 198$ . Invert the result: 891. Now add 198 to 891 and the result will be 1089. The result will always be the same, so your prediction will be right. Another example:  $632 - 236 = 396$ .  $396 + 693 = 1089$ .

---

### 136 - THE SUM IS ALWAYS RIGHT

With your back turned to the audience, a spectator throws two dice on the table. You correctly guess the numbers on top of each die... In order to perform this trick you will need two dice. Ask a spectator to throw the die on the table while your back is turned. Ask them to look at the number on top of one of the die and to multiply this number by two, then ask them to add five to that number and multiply the total by five. Now ask them to add the number on top of the second die to the total (make sure that they make the calculations in his head) and ask them for the final result. From this number you subtract secretly twenty-five. The result of this two figure number will correspond with the numbers on top of each dice...

Example: Let's say the two numbers on top of the die show a 3 and a 4. If you multiply the first die by 2 you get:  $3 \times 2 = 6$ . If you add 5 you get:  $6 + 5 = 11$ . Multiplied by 5:  $5 \times 11 = 55$ . Now adding the 4 of the second die:  $55 + 4 = 59$ . This is the number the spectator will give to you: 59. In your mind you subtract 25:  $59 - 25 = 34$ .

FINAL TOTAL: 34. The numbers 3 and 4, corresponding with the die on the table!!!

---

### 137 - A SUBTLE SUGGESTION

On a piece of paper write the number 37. Fold the paper so your writing is hidden, then either give it to a member of the audience for safe keeping or place it somewhere where everyone can see it. You are now going to give instructions that will bring forth a quick reply. Be very careful that the wording you use is exact and that the member of the audience you have

selected understands you. Say the following: "I want you to think of an odd number between 1 and 50 and make both digits odd but not the same. For example don't choose 11." Confirm they have chosen a number. Most people will choose 37, and quite often 35. Then ask them if they are thinking of the number 37, if the answer given is "yes" then you will really blow the audience away. If they say "no" then as you are handing them the paper saying "I was going to write 35 but it didn't quite feel right." "Are you thinking of number 37?" If the answer is yes, the trick is successful. If they should reply no, hand them your prediction and add, "I was going to write number 35, what was your number?" If the person did not pick 35, don't worry, this is not an exact science, it just works more often than not. If you think about how this works you will see that you have limited the number of possibilities that the person could choose from. You limited the numbers from 1 to 50 and then halved that by asking for odd numbers, you then subtly suggested a double digit number, thus ruling out 1,3,5,7,& 9, and also told them not to choose two digits the same, ruling out 11 and 33 as well. Also there may well be one or more people in the audience that will have chosen 37 or 35, if they claim this you can add that you must have been predicting their thoughts.

**138 - LUCKY SEVEN**

Ask for a number between 1 and 9, the answer usually given is 7. But you can write a different number on nine pieces of paper and place it in nine envelopes in your inside jacket pocket.

**139 - 18 REASONS TO LOVE FOOD**

Because of the magic of numbers this is a great trick to use when you sit down to have something to eat. All you need to do, is to take a sneak peek at the menu before anyone else. Look at the menu, count down to the eighteenth main course, and write down the name of the dish. Let's say for example that it is Chicken Breast in a cream sauce. Sit down at the table and say to your other eating partners that you have devised a brilliant magic formula for choosing food. You hope it works this time because what you really fancy is chicken breast in a white wine sauce. Hand one of your eating partners a pen and a paper (a paper serviette will suffice) tell them to write down three different numbers, then to reverse the first and third numbers so that you have two different 3 digit numbers to work with. Now subtract the smaller of the two numbers from the larger. When that is done add up the numbers together whether it is a two digit or three digit number (the answer will always be 18). So that will be my choice of food tonight, please select the eighteenth main course on the menu. Oh perfect, just what I wanted, chicken breast in a cream sauce!

**140 - HOW OLD ARE YOU?**

Ask a spectator to think of the numbers of their birth month (January 1, February 2, etc.). Then they must multiply the numbers by two and add five to the result. The result is multiplied by fifty and the spectator must add their age to the result. They must now tell you the result and you subtract 250 from it. The number you obtain consist of three or four figures: the last two will give you the age of the spectator and the first or the first two will be his birth month. Example: age 23 years, born in May (5).  $5 \times 2 = 10 + 5 = 15 \times 50 = 750 + 23 = 773. 773 - 250 = 523. 23 = \text{age}; 5 = \text{birth month}.$

**141 - A FIVE PLAYS JOKES**

The magician gives a pencil and paper to a volunteer. They give the following instructions: "Write down a number below ten, double it and add ten to the result. Divide the answer by two and subtract the first number."

The magician knows that the answer will always be five...

Example: Number 8,

$$\begin{aligned} 2 \times 8 &= 16 \\ 16 + 10 &= 26 \\ 26 : 2 &= 13 \\ 13 - 8 &= 5 \end{aligned}$$

**142 - A TRICK WITH NUMBERS**

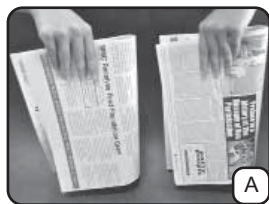
Give each of the spectators a piece of paper and a pencil. Let them draw a square and divide it in nine small squares. In these nine squares you ask them to write the numbers 2 to 10 in such a way, that the total is always 18, indifferent how you sum up: downwards, from left to right or diagonally.

The answer is:

5	10	3
4	6	8
9	2	7

**143 - THE TORN NEWSPAPER**

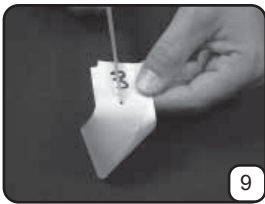
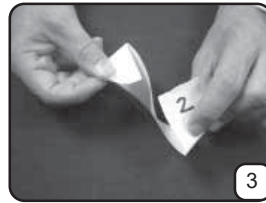
Before the performance, take two identical sheets of newspaper and fold one of them into a small parcel, which you stick to the other sheet, top left. Tear the sheet by the middle: place one half on top of the other, so that the prepared page is turned to you. Repeat this until you have a packet of the same size as the prepared packet. Quickly turn it all over and unfold the sheet: you restored the newspaper-sheet! Hold the torn pieces secretly behind your back!





#### 144 - DIABOLIC RINGS

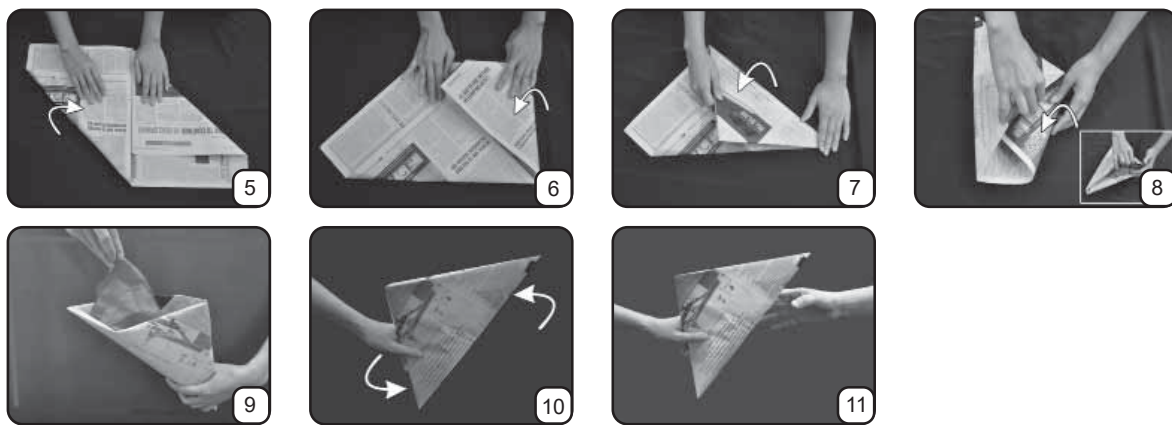
Take three strips of newspaper approximately 65 cm long. Glue the two ends of one of the strips, to make a normal circle. Do the same with the second strip, but before gluing the ends, twist the strip a half turn. Twist the third strip a whole turn before gluing it. Now, when you cut the strips lengthways, the normal ring will become two separate rings, the circle, which you gave a half turn will become twice as large, and the circle which you gave a full turn will change into a two link chain!



#### 145 - THE MAGIC BAG

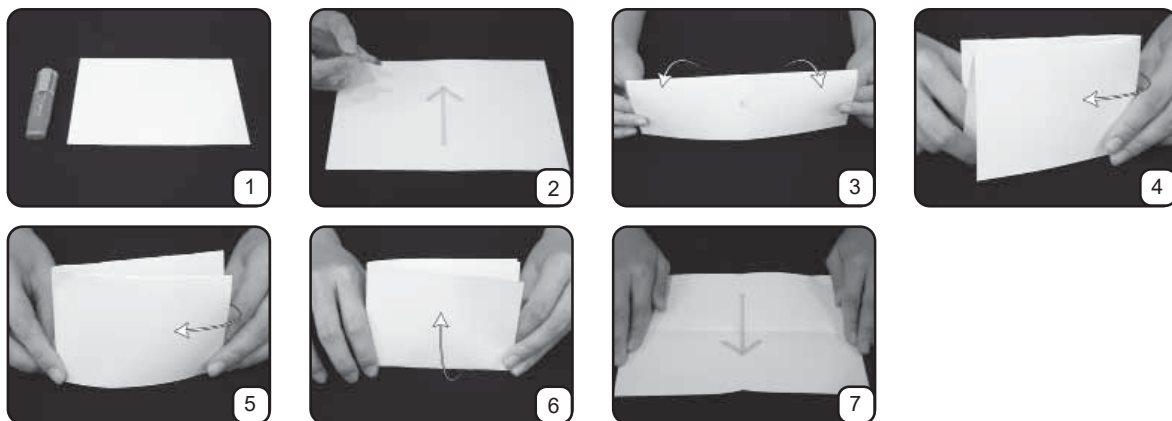
Before the performance, take a double sheet of newspaper of approx. 60 x 40 cm. Fold it as indicated in the different pictures. Finally you have a triangular, pointed, bag with two openings. Put a small handkerchief in one opening of the bag. Then quickly, turn the bag over, so the other opening is on top. Then show the empty bag. Of course you can also use this bag for spectacular colour changing performances or you make a handkerchief disappear and appear in another place. For instance: in your pocket or behind your neck. With this bag you have increased the possibilities of your magic tricks box.





#### 146 - GET THE DIRECTION

You draw an arrow on a piece of paper, and change the direction of the arrow on the paper in a magical way without turning the sheet of paper at 180 degrees. Draw an arrow on a piece of paper. You show the audience that it is pointing upward, fold the sheet of paper in two lengthwise and fold it from right to left by the middle. Unfold the sheet of paper from behind from left to right. At once, when you open the sheet of paper length side, the arrow is now pointing downward.



#### 147 - SEEING WITH YOUR FINGERS

Show ten little pieces of paper to a spectator and ask him to sign one of them, then put all of them into a cone of paper or a hat. You give the cone a good shake to mix all the papers, and without looking inside you take out the piece of paper signed by the spectator just because of your special finger sense! All you need are ten little pieces of paper of about 3 cm x 3 cm, a pencil, and a paper cone or a hat. Ask a spectator to sign one of the little pieces of paper that are all identical. Hold the cone in your left hand. When the spectator has already signed, take the 10 little pieces of paper and throw them one by one in the cone or the hat with your right hand, when you put the paper signed by the spectator into the hat, secretly, fold it slightly. (Do this when your hand is inside the cone or the hat). Gently shake the cone to mix everything, put your hand in the cone and without looking, you will be able to feel the folded paper. Unfold it before taking it out of the cone in order to hide the secret.



#### 148 - IT IS POSSIBLE THAT SEVEN CAN EQUAL SIX!

You will perform a strange mathematic rule. On a piece of paper you draw seven parallel lines. You invite a spectator to check that there are effectively seven lines. After a little trick of your own, without hiding or erasing anything, a line has disappeared. The spectator checks again and discovers that only six lines are left... To perform this trick you need a piece of paper 16 cm x 8 cm, a pencil and a pair of scissors. On the sheet of paper you draw beforehand seven lines of about 6 cm, with a 2 cm space between each of them, and with a 1 cm margin on top and down the sheet. Cut the sheet of paper out diagonally so you get two triangles. Put both parts of the sheet together and make a spectator count the lines: they will find seven lines, then let slip towards the left the triangle B but only one line. At this moment, ask a spectator to count the lines, only six are left!



### 149 - CREATE YOUR COUNTRY FLAG

To perform this trick you will require some glue, a newspaper, your selected country flag and some different coloured ribbon (the ribbon must be of the same colours as in your chosen flag). Take two pieces of newspaper and glue the flag in-between two sheets and you are now ready to start. Simply show the sheet of newspaper and take the ribbon and fold the newspaper around the ribbon. Blow on the paper and then rip the paper to reveal the flag. Be careful not to expose the ribbon, pull the flag out and discard the paper (with the ribbon hidden inside).

### 150 - PASSING THROUGH A COUNTRY!

For this trick you will need a postcard and a pair of scissors. Tell your audience that you can walk through Spain right before their eyes. Take a postcard (this one is from Spain) and show it to your audience, fold it in half lengthways, then make cuts from the outside edge towards the centre (but not right through!) followed by cuts from the centre towards the outside edge (i.e. the other way in-between each of the other cuts). Make as many cuts as possible. (The more cuts you make the longer the card will become.) Now unfold the card and cut it lengthways along the fold from the inside of the first cut at one end through to the inside edge at the other end. Now you can open the card into a huge loop and step through it.



### 151 - HOW TO PARALYSE A SPECTATOR

Challenge a spectator in such a position, that they will be unable to lift their left foot from the floor. Stand them against a wall with their right side touching the wall and the side of their right foot also touching the wall. Now ask them to lift their left foot. They will be unable to do it.



### 152 - THE HYPNOTIZED ARM

Tell a friend you are going to hypnotize their arm. To do this they must follow your instructions exactly. Your friend must stand very close to a wall, with their right side next to the wall and their right wrist touching the wall. They must push their arm outwards, not their body, as though they are really trying to push the wall away from them. Their body must not come away from the wall, nor must their body touch their wrist which they are pushing outwards against the wall. They must obey your instructions to push hard against the wall for at least 30 seconds. You then instruct them to step away from the wall and let their arm hang loose by his side. Order their arm to float away, (they must not try to stop it but just let it go and let their arm hang down) and their arm will float away! It will rise away from their body in an involuntary action as it was hypnotized!



### 153 - NOTES FROM NOWHERE

In order to present this trick properly you must wear a suit or a sports coat. First make a stack using six banknotes, roll them as tightly as you can. Place the roll into the crook of your left elbow. Then cover the notes with a portion of the coat's fabric. Keep your arm bent to hold the notes in place. With your left hand grasp your right coat sleeve at the elbow so your right hand is unmistakably empty. Repeat the movement with your left coat sleeve to show both hands are empty. During this move secretly steal the notes from the fold in your coat. Hold the notes in your right hand palm. Now bring both hands together and use the thumb and fingers of both hands to unroll the notes so they magically start to appear.





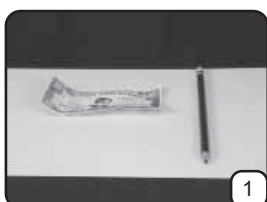
### 154 - THE MAGIC ENVELOPES

Magicians always win... For this experiment you need five envelopes. In four of them you place an imitation or a photocopy of a banknote, and in the fifth one, you place a real banknote. Having done this, you ask a member of the audience to mix up the envelopes. Then you take the envelopes back and hand them out to an audience member until they have all been distributed. This same procedure is repeated, until you give the last envelope to another spectator. Repeat this until four of the spectators each have an envelope in their hand and keep the very last one to yourself. When all the envelopes are opened, you are the one who has the envelope with the real banknote in it. How...? When you put the real banknote in the envelope, you also add a grain of rice second from the top. After having performed the trick as described, you will see that the envelope with the real banknote remains with you...



### 155 - KARATE WITH A BANKNOTE

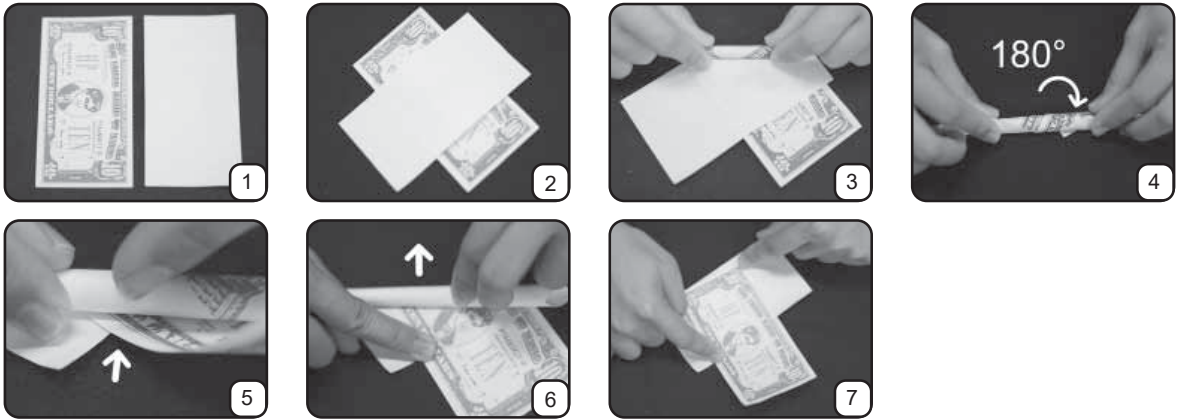
You could never think that the edge of a folded banknote would snap a pencil in two, would you? That is exactly what happens. Begin by obtaining the loan of a banknote and a pencil. Fold the note in half, lengthways and again so that you have a folded note about one inch wide. Have someone firmly grasp the pencil at each end. Now you bring the note down in a brisk chopping movement onto the pencil. To everyone's surprise the note passes completely through the pencil, breaking it in two. The real secret is to put out your forefinger at the precise moment when the note touches the pencil. It is your finger that actually breaks it. If you do it in one brisk downwards sweep, it won't hurt a bit. Remember that the pencil must be held in a firm grip and only held at the extreme ends. Also a full sized pencil must be used.



### 156 - THE ROLLING NOTES

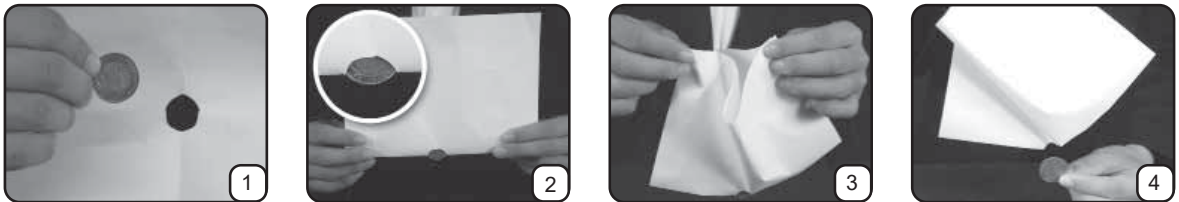
For this trick you will need two different banknotes (for example 10 and 100). Lay the two notes on the table with the lower note value on top. Notice that the 100 is further forward than the 10. With the fingers of both hands, start rolling the notes together until just a part of the corner of the 100 remains in view, of course the 10's corner is further forward. Now hide the corner of the 100 with your left hand, at the same time point to the corner of the 10 with your right hand and ask someone to place their finger on that corner placing your right finger on top of the centre and still rolling the notes slightly forward. The corner

of the 100 is hidden under your left hand (that's the secret movement). Now lift your left hand and point to that corner. Ask a spectator to place their finger on top of the 100's corner. Now all that is left is to unroll the notes. The result is the position of the notes has been reversed.



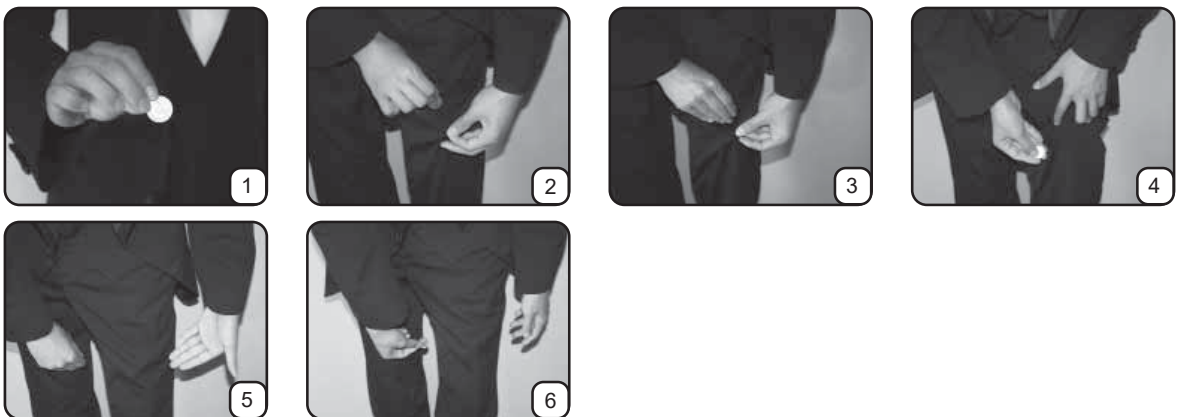
### 157 - A COIN GOES THROUGH A PIECE OF PAPER

For this effect you use a piece of thick paper and a coin. In the middle of the piece of paper you make a round hole, a little smaller than the coin. You say to the audience you are going to make the coin go through the hole of the paper. Ask a member of the audience to try it out first, to ensure it will not work. Then take the coin and place it in the middle of the hole and fold the paper in two. Take the four corners of the paper so the hole gets bigger and the coin will fall through the hole without any difficulty.



### 158 - COIN AND LEG

How to pass a coin through your leg magically? You show a coin to the audience. The coin is held between the thumb and fingers. Now lower the coin to your trouser leg just slightly above your knee. Thus, place the coin on your leg; the thumb holds the coin against your leg above the knee. With your other hand pull the leg trousers up slightly, towards the coin and lift with both fingers the fabric up and over the coin. This movement is important. With the coin covered, the thumb of your right hand pulls the coin up from behind your right fingers, then you move your right hand away and place it behind your right leg. Apparently, the left hand is still holding the coin. For the last and crucial movement, your left hand is turned to the audience, to show them it's empty. Then you drop the trousers fabric, revealing the disappearance of the coin. Now you show them slowly from the back of your knee the coin, which has magically gone through your leg.



### 159 - COIN ON FINGER

For this trick, take any card from a pack of cards or one of the cards from your magic box and one coin which is not too light but also not too heavy. Give the card and the coin to someone in the audience and let him examine both items so they can see there is nothing strange about them. Now bet with someone that you will be able to put the card on your index finger, with the coin on top of it, and you will be able with just one "flick" to let the card fly away without touching the coin and the coin will

remain on your index finger. What's the secret? It's very easy: you give a flick on the card's corner, never in the centre... Act very naturally, so nobody sees where you are flicking. To make the trick successful, your flick has to be firm and precise. Give the card and the coin to a member of the public so they can have a go themselves. Of course it will be impossible...



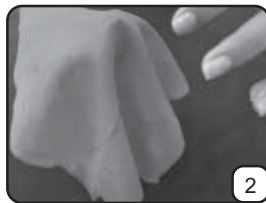
### 160 - COIN THROUGH A HANDKERCHIEF

For this trick you will need a handkerchief, but the effect is more powerful if you borrow one. Show the coin by holding it with your right thumb and first two fingers. With your left hand place the handkerchief over the coin and your right hand. Now with your left hand adjust the hanky around the coin. At the same time secretly stuff a small piece of the hanky between the back of the coin and under your right thumb. You should get two layers of fabric between the thumb and the coin. Now take the front edge of the hanky with your left hand, lift it back and cover the coin completely. With this movement you pretend to show the coin to the audience to assure them that the coin is still there. The next move is the real secret. Grasp the hanky (both edges) with your left hand and lift it up over the coin. Your audience will think you are just covering the hanky again, but what you are really doing is holding the coin outside the back of the hanky. Now with your free hand twist the lower part of the hanky around the coin. With this movement the coin will become visible under the fabric. Now you only have to push the coin upwards into the hanky and with your left hand take the edge of the coin as it penetrates the hanky.



### 161 - COIN THROUGH HANKY - SECOND VERSION

Hold the coin with your right hand between fingers and thumb. At the same time pick up the hanky with your left hand. Thus, cover the coin with the hanky, but take care you hold the hanky by the edge and not by the corner. When you cover the coin, the front of the hanky should drape a little lower than the back edge. This leaves the hanky a bit shorter at the back than at the front. Pretend to grab the coin through the cloth between the thumb and fingers of your left hand, but you really keep the coin in your right hand bringing it below the rear edge. Now place the coin under your left thumb, out of the audience's view. What you have to do now is pretend to adjust the hanky with your right fingers, at the same time transfer the coin from your left fingers to your right keeping the coin hidden behind the cloth. Now like before, pretend to adjust the hanky but this time with your left fingers. Grasp all the four corners with your left fingers whilst still holding the coin with your other hand. Now in a dramatic movement pull the hanky away from the coin. The coin remains in your right fingertips. The coin has penetrated the centre of the hanky!

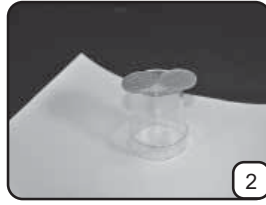
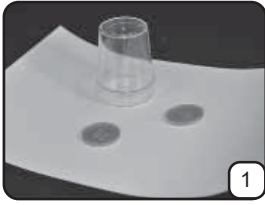




---

### 162 - EASY

Put a piece of paper on the table, then you put a cup on the paper and you place two coins on the edge of the cup. Invite a spectator to take away the paper from under the cup, without touching it and without making the coins fall. All you need in order to perform this trick are two coins, a small piece of paper of about 8-15 cm and one cup. If nobody finds the solution, you only need to roll the paper and the cup will easily slip out from under the paper without affecting the coins.



---

### 163 - A HARD ROLL

Hold a coin in your right hand under the table, pick up a bread roll and softly tap it on the table. At the same time knock the coin against the table from underneath and say: "This must be a very hard roll, it's not soft enough for me!"

---

### 164 - DOUBLING YOUR MONEY

To perform this trick you need six coins and a small piece of modelling clay. Stick the modelling clay underneath a table, right on the edge, and onto it push two coins whose total value is the same as the other four. Place the remaining four coins on the corner of the table directly above the two hidden below. Show that your hands are empty. Now with your right hand scoop the coins on the table into your left hand while at the same time you flick off the two coins under the table with your left index finger into your left hand. Lift up your left hand and show that your money has multiplied and doubled its value.

---

### 165 - FINANCE TRICK

You will require six coins and a magazine or newspaper (preferably the finance or money section). Hide three coins in the corner of the paper and put the paper down being careful not to let the hidden coins fall out. Place three coins of equal value onto the paper and say you always read the paper, and since you have been doing so you have doubled your money! Show that there is nothing in your hands and pick the newspaper up with your left hand and let the coins slide from the top of the paper into your right hand, at the same time the hidden coins will also drop into your hand, doubling your money!

---

### 166 - FORECASTING COINS

The dates of release (year) of three or four coins on the table are written down on a piece of paper. The coins are mixed up and placed in the magician's pocket. Now without looking, the magician reveals quickly any of the coins, with the exact date as called out by the spectator... For this you need three or four equal (year) pairs of coins, each pair of a different year of release. Three of the coins (or four) with different dates you fix (in order) with paperclips to the hem of your inner-pocket. This of course, you prepare before the performance, so that nobody knows. The other three or four coins you leave on the table and one by one you lift them up and call out the years of release. The spectator must write this down on a piece of paper. After that, the coins are mixed up and placed by you in the inner-pocket of your jacket. Now the spectator may read out aloud any of the years written on the paper, and you, without hesitation, reveal the corresponding coin, removing them from the paperclips.

---

### 167 - HEADS OR TAILS

The magician has two coins and asks a spectator to draw a cross on one of the coins. Now they place the coin with the cross facing down on the table, next to the other coin. They move the coins around and asks the spectator to point out the coin with the cross. They always seems to choose the wrong one... Beforehand, you secretly draw a cross on one of the coins with a felt tip pen and you place this coin on the table with the cross facing downwards. Hand the other coin and a felt tip pen (one that washes off) to a volunteer and ask him to draw a cross on it. When you place this coin on the table you must quickly rub off the cross with your thumb. The audience will think that you have placed the coin on the table with the cross face downwards. Move the coins very slowly around and ask the spectator if he knows the position of the coin with the cross. They will point out their coin (now without a cross). After showing them their coin, you show them the coin you have put the cross on.

---

### 168 - IF MONEY COULD CRY

All you need, is a large coin and some wet tissue paper. The idea is that when you are rude to a coin it gets so upset it starts to cry, and when you are nice to it, it stops. The secret is very simple; fold some tissue paper so you can hide it behind one side of the coin. Wet the tissue paper and then place it behind the coin. Hold the coin between your thumb and index finger (with the tissue against your index finger). As you press down gently on your thumb it will release the water and it will appear as if the coin is crying.





### 169 - MAGICAL MONEY

To prepare this trick you will need three coins, two of them with the same value and the other one should be double the value of the sum of the other two coins. Hold the two coins of the same value horizontally, near the tips of your right thumb and forefinger, keeping the coins together. Place the other coin vertically between the tips of the same fingers. Hold the coins firmly to begin the trick. Show the vertical coin at audience's eye level so they cannot see the other two coins, it's very important that the vertical coin has to be placed just at the centre of the horizontal coins. Bring your hands together pointing towards each other, your fingers should be opened slightly to give the audience a clear view but always keeping your hand at the same position. Now move your left thumb beneath the coins, pushing the vertical coin inwards, the three coins are now horizontal, at this point the three coins have to be out of the spectator's view. At the same time grasp the coins upright towards the audience with your left thumb and first finger, the coins are held together, thus grip the stack and begin drawing the two halves apart. Your left hand holds one coin while your right hand holds the two coins. Your coin has doubled in value!



### 170 - THE COIN AND THE SLEEVE

For this trick you will require a shirt or jacket with long sleeves, a handkerchief and a coin. Show the audience your right hand is empty, cover it with the handkerchief and put the coin on the palm of your right hand under the handkerchief. Say your magic words, take away the handkerchief and the coin will be gone. When using your left hand to take the coin to the palm of your right hand under the handkerchief, you DO NOT leave the coin on the palm of your right hand, but inside the SLEEVE of your right arm. Thanks to the handkerchief, the audience will not see what really happens...

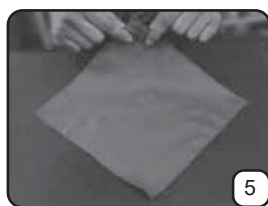
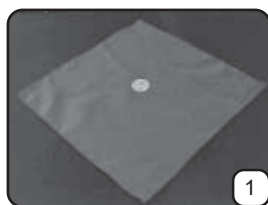
### 171 - THE COIN DISAPPEARS

In preparation of this trick you need to make a hole in a coin. Ask an adult to help you. Make a hole, as small as possible, in a coin. Tie a black thread to the coin. Tie the other end of the thread to an elastic band and put a safety pin through the elastic band. Fix the safety pin to the insides of one of your sleeves. Do this in such a way that the thread is taut when you take the coin between thumb and index finger and that the coin immediately disappears into your sleeve when you release it. Be aware that by just bending your hand, the coin can drop out of your sleeve. If your thumb and index finger cover the hole in the coin, nobody will guess the secret of this trick.

### 172 - THE DISAPPEARING COIN

The coin is in the middle of a hanky. Fold the edge of the hanky over the coin and roll the hanky around it. Give a snap with your fingers and the coin has disappeared... Put the hanky on the table and put the coin in the middle of it. Fold the end to the front just a little above the middle, so one corner overlaps the other by 1 cm or less. Roll the hanky. Then take the two edges and pull the edge nearest to you up and the coin has disappeared. Actually the coin is now under the hanky. Now you pick up the hanky and the coin at the same time. Pass the hanky to a spectator to examine, but keep the coin hidden in your hand.

**TIP: Perform this trick on a soft surface so no one hears the coin drop.**



---

### 173 - THE VANISHING COIN IN A PIECE OF PAPER

The magician holds up a coin in a piece of paper, says the magic words and the coin vanishes! Take a piece of paper of 7.5 cm x 5 cm and borrow a coin to place it on the paper. Fold the paper up from the bottom to cover the coin, but do not let the edge reach the top of the paper. Pick up the paper in your left hand. Fold the right edge downwards and back onto the coin. Then fold the left edge down and back. Finally fold the top edge down and back leaving a neat little bag containing the coin. Press the paper down onto the coin, so that the shape of the coin becomes visible. Turn the packet over so the coin can slide secretly into your left hand. Continue to hold the paper as if it still contains the coin and transfer it to your right hand. Meanwhile your left hand casually drops the coin into your pocket. Finally, tear up the paper to show the coin has vanished.

---

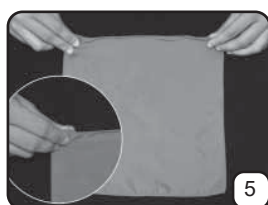
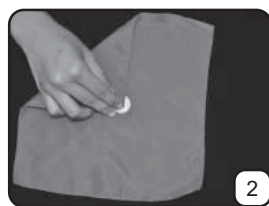
### 174 - TURNING BREAD INTO DOUGH

This is a great trick when sitting down to eat with some friends. All you require for this trick is a coin and a bread roll. When you break open a bread roll there is a coin inside! Just keep a coin hidden in the fingers of your right hand. Place a bread roll into your right hand on top of the hidden coin. Place the roll in between your two hands and bend the sides upwards, this will create a break at the bottom of the roll into which you push the coin. Bend the bread roll in the opposite direction pulling your hands downwards and the coin will appear in the middle of the roll...

---

### 175 - VANISHING A COIN WITH A HANKY

For this trick you will need a handkerchief and a light coin, a piece of soap or some sticky material. Put a small drop of soap or sticky material on one corner of the handkerchief. Lay the hanky on the table and let someone from the audience put the coin in the middle of the handkerchief. Now fold the corners of the handkerchief, starting with the corner with the soap or sticky drop on it. Fold the other corners in. Now lift the hanky up by its corners, then let go of the other three corners and show the handkerchief. The coin has vanished! (The coin will stick on the soap and is covered over with your fingers).



---

### 176 - HOT MONEY

You need a hat or a cap and some coins for this trick. Put the coins in the hat and then ask a spectator to take a coin out of the hat and to mark it with a marker (of course you must not look when they are doing so). Every member of the audience is asked to check the coin, which will be passed on from hand to hand. Finally, you put it back into the hat. With your eyes closed you are able to take the marked coin out. It is very simple: the coin that went from hand to hand will be warmer than the others.

---

### 177 - CLEAN MONEY

All you need to perform this trick is a small coin and a little soap. The effect is that you hold the coin in your open palm, you make a fist, open your hand and the coin has vanished! On the nail of your second or middle finger you place a small piece of soap. When you make the fist you press the coin with the nail of your middle finger and the coin will stick to the soap. When you open your hand it appears as if the coin has vanished!

---

### 178 - THE LIGHT TOUCH

You ask a spectator to place the coin under a piece of paper while you have turned your back to them. When they have done this you turn back and say that you are able to know the value of the coin that is under the piece of paper without lifting the paper and without asking any questions. To perform this trick you will need a pencil and a small piece of paper. Put the pencil in your pocket, everything else occurs on the table. Take the pencil out of your pocket, by touching the piece of paper to see where the coin is and scratch the pencil on the coin. The imprint of the coin will appear and you will be able to guess its value.

---

### 179 - WE DID IT!

You show a coin to the audience, then put the coin in a box and close it. Then say you are going to take the coin out of the box without lifting the lid. It is no sooner said than done! This trick is a little tongue in cheek; you just need to have a sense of humour. Make a few magical movements over the box with your hands. Then say: "It's done; I've taken the coin out of the box without lifting the lid". The spectator won't believe you and one of them will open the box quickly. At this moment, you put your hand in the box and take out the coin. You didn't open the cover so you have in fact performed the trick!

---

### 180 - COINS AWAY

You make a coin disappear under a piece of paper in an astonishing manner. All you need to perform this trick are: a coin, a piece of paper and a secret assistant. Put the coin in your right palm and cover it with a sheet of paper. Say that you will make the coin disappear. Ask a spectator to slightly open up the paper without looking, touch the coin and to prove that it is still in your hand, repeat this with a second and a third spectator. When you reach the fourth (your secret assistant), they secretly take the coin from your palm and says like the others that the coin is still there! Now do several magical moves on the paper with your left hand, take away the sheet of paper and the coin has disappeared.

---

### 181 - THE FLOATING CUP

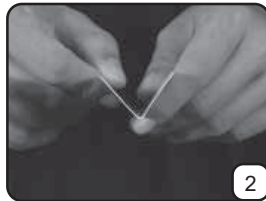
To perform this trick you just need one of the plastic cups from your magic set (or any coloured plastic cup). Place a piece of thin cardboard in a loop on the cup and stick down the two ends, making sure that your right or left thumb fits the loop easily. To create the illusion push one of your thumbs into the loop, move your hands close together, then lift your thumb up and down behind your stretched fingers. It will look like the cup is floating behind your hands. Make sure that you do not let the audience see the loop of paper.



---

### 182 - THE BALANCING GLASS

Take two playing cards from a regular deck (preferably the jokers) so you do not to spoil the cards in your magic set. The magician makes a glass of water balance on a playing card! First, fold one of the cards on the centre line and glue one half against the back of the other card so it forms a 'flap'. Pick up the glass filled with water and place it apparently balanced on the card with the other card at the back opened in a T-form. At the end of the performance (of course, the audience only must see one card), you show the 'card' as a normal card, pressing the flap against the back.



---

### 183 - A VERY HEAVY GLASS

Fill half a glass of water and place it on the centre of a menu, which is held in your left hand. (In fact any flat surface will do as long as it can support the glass and it is not too wide.) Your left thumb is alongside the glass on the top (to steady it) of the menu with the rest of your fingers underneath. Ask someone to cover the glass with a napkin. A large cloth dinner napkin would be best. Now tell them that you will give them a few simple instructions, and ask them to listen carefully. "Lift the glass through the napkin". They can easily lift the glass through the napkin. Tell them to gently replace it, and then ask them to remove the napkin and to pour a little more water into the glass to make it a little heavier. Ask them to place the napkin over



the glass again. You then adjust the top of the glass after it is covered with your right hand. This gives you the opportunity to do the following: As soon as the glass is covered, bring your left index finger on top of the menu and grasp the glass between your index finger and thumb, your other fingers remain underneath the menu. With your right hand make a few mystical waves over the hidden glass. Tell the person to look into your eyes, and when you count to three to try to lift the glass again, but this time it will be much heavier. Count to three. They will not be able to lift the glass because you are holding it down. Tell them to stop. Make another magical wave over the glass and release your index finger, if you think you can get away unseen put your index finger back under the menu. Now tell them to try with their other hand, of course they will now be able to lift the glass. Lift the napkin off the menu and glass, and put them on a table. You can now rub your forehead and say that performing that feat really drained your mental powers and that you could not possibly repeat it.

#### 184 - ONE MOVE ONLY

If you are at home with friends this is a nice trick to show them. All you need is 6 glasses and some water. Place the six glasses in a line, three glasses full of water to the left side and three empty to the right. Ask the spectators how to have alternatively one empty glass, one full glass, one empty glass, one full glass until the last glass by only touching one glass? Let them look for the solution. The trick is simple; you take the second glass on your left and pour its content into the second glass from your right, and then put the glass back to its original position.

#### 185 - THE BALANCING GLASS ON THE TABLE

Challenge a spectator to balance a glass on its edge, as shown in the picture. Surely, they will not be able to do so. But you can, because you have secretly placed a match or a small bead under the tablecloth. This little elevation is sufficient to balance the glass as illustrated. Try it and after some practice you will master the effect and the trick will be perfect every time.



#### 186 - GLASS THROUGH THE TABLE

To perform this trick you have to be seated at a table, or even better at a dining table, and the spectator should be seated at the same table or just in front of you for a stronger result. Place a coin in front of you at about 30 cm from the edge of the table. Now cover the coin with a glass, with the open side down. Place two papers on top of each other and cover the glass. Explain that the light could damage the coin so you have to cover it. Now with both hands pull the papers downward around the glass and when this is done, twist the papers with one hand against the sides of the glass. This will form the shape of the glass. Now lift both paper and glass so the audience can be assured that the coin is still there. Cover the coin again and explain that you will be able to make the coin vanish and then penetrate the coin through the table. Make some magical gestures and lift the glass. Then announce that today you are lacking concentration. Pick up the coin and make remarks like "I have had a bad day", at the same time your right hand moves to the edge of the table holding the glass covered with the papers. All you have to do now is just let the glass slide into your lap; the papers will keep the shape of the glass, creating the illusion that the glass is still there. Make sure that you do not let the glass roll onto the floor. Now explain that you forgot to strike the glass, then raise your hand and smash the papers. What happened to the glass? You can now say that instead of the coin the glass has penetrated the table.

**TIP: It is best to use a clear plastic cup for this trick rather than a real glass.**



#### 187 - THE WATER THAT STICKS

Take a cup and fill it with water up to the brim. On top of the cup you put a postcard with the coloured surface downwards. Then put your hand on the postcard and with your other hand make some magic movements over the cup. Then turn the cup slowly upside down and push the postcard firmly against the cup. Take the cup at the bottom with your other hand and say some magic words. Take away the hand that holds the postcard and... no water comes out of the cup! How is that possible? The external atmospheric pressure against the postcard is greater than the pressure of the water in the cup.

---

### 188 - COMEDY BOUNCING HANKY

For this trick you need an old hanky. Stick a bouncy ball into the middle of this hanky. Your audience doesn't know that the ball is inside, so pretend to blow your nose on the hanky. Throw it on the floor and it will bounce back up!

---

### 189 - WHERE IS THE PENCIL?

You make a pencil disappear under a scarf. All you need to perform this trick is a pencil and a scarf. Show the scarf to your spectators and then use the scarf to cover your left hand. Now with your right hand, take the pencil out of your pocket and show it to your audience. Place the pencil under the scarf. Under the cover of the scarf you straighten your left index finger and at the same time you drop the pencil down your left sleeve. Then you get your hand out from under the scarf. Your straightened left index finger gives the illusion that the pencil is still there. For added flair you can give a little tap with your magic wand, and suddenly you take off the scarf, the pencil has disappeared!

---

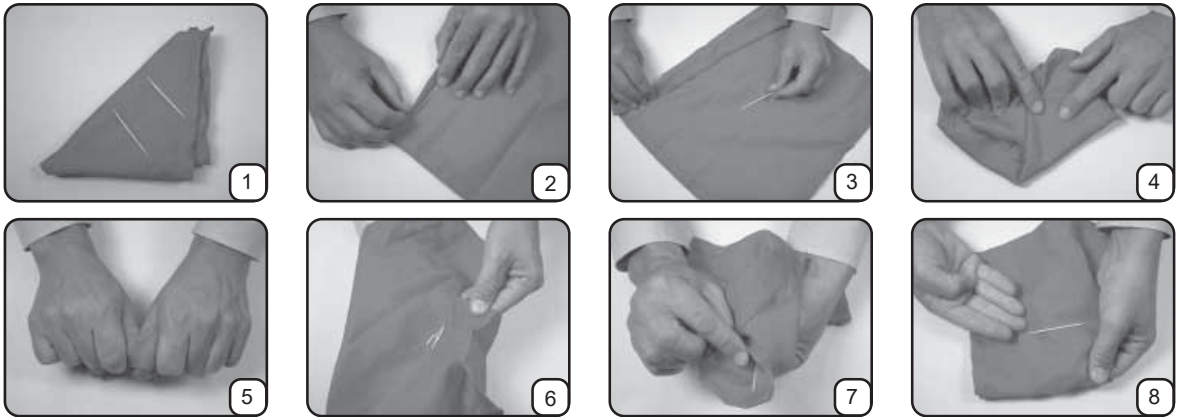
### 190 - A KNOT DROP

Take a hanky and secretly tie a knot in one corner. Conceal the knot in your right hand and let the rest of the hanky drop down. Say to your audience that you saw a magician drop a rope and at the same time they tied a knot in it, but how they did it you just don't know. With your left hand pick up the dropped end of the hanky and lift to your right hand, with a shake of your right hand let the dropped end go, nothing has happened, do this two or three times, on the last attempt lift the end up and push it behind the knot, so when you shake your hand the knot will drop but the other end will be held in your hand and say: "Magicians are amazing, I wish I knew how they did half their tricks." Now shake your hand and release the knot, amazing!

---

### 191 - THE UNBREAKABLE TOOTHPICK

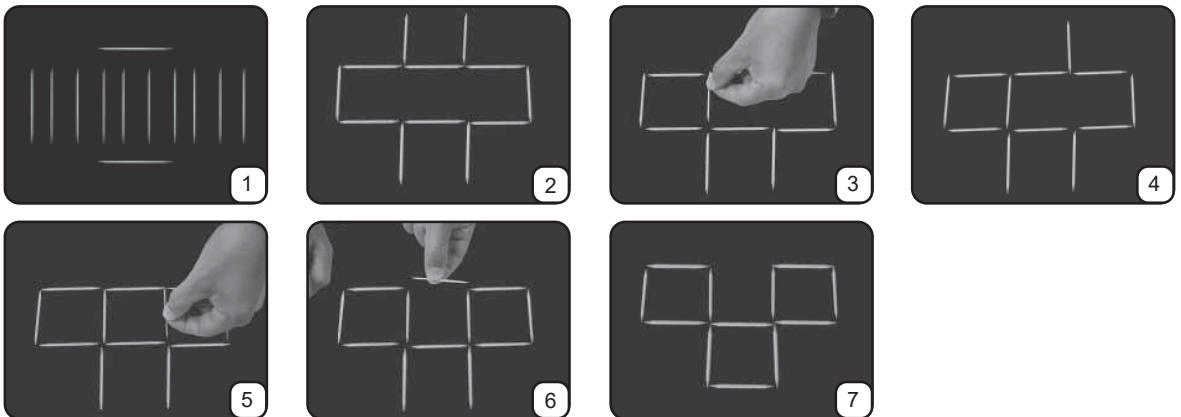
Take a handkerchief and place a toothpick in the middle of it. Then fold the handkerchief and ask a spectator to break the toothpick in two or three pieces. When this has been done, make a magic pass over the handkerchief and the toothpick will fall out, intact! How is that possible? Take a handkerchief with a hem and hide a toothpick in the hem. A second toothpick is placed in the middle of the handkerchief. Fold the handkerchief and ask your spectator to break the toothpick, ensuring that the toothpick broken is the one in the hem. When you shake then the handkerchief you hold the broken toothpick between your fingers and let the intact toothpick fall out.



---

### 192 - THE THREE SQUARES

Put twelve toothpicks as shown on the picture. Then ask a spectator to make three squares by only taking away and putting back again three toothpicks.



### 193 - THE TRICK WITH THE EIGHT TOOTHPICKS

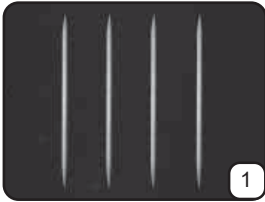
Ask a spectator to make, with eight toothpicks, two squares and four triangles. It seems difficult, but it is not.



---

### 194 - TOOTHPICK NUMBERS

Lay four toothpicks in a row and challenge a member of the audience to remove one toothpick, and still leave four.



---

### 195 - 15 MAKES 5

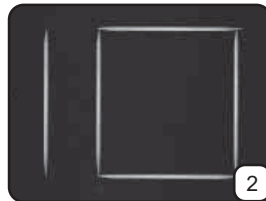
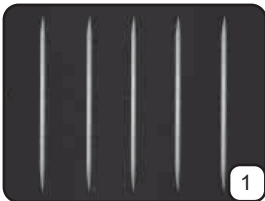
Place fifteen toothpicks or little sticks on the table as shown on picture 1. Then invite a spectator to make five identical squares by only moving two sticks. You will need 15 toothpicks.



---

### 196 - FIVE TO TEN

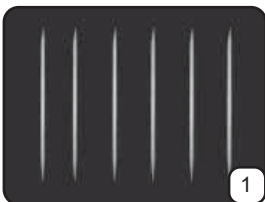
Give five toothpicks to one of the spectators and ask him or her to make ten sticks out of the five but without breaking the sticks!



---

### 197 - UNITED

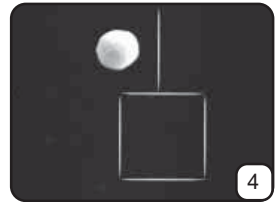
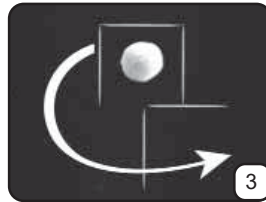
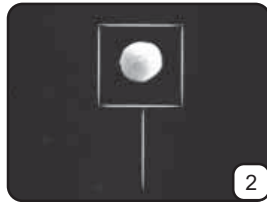
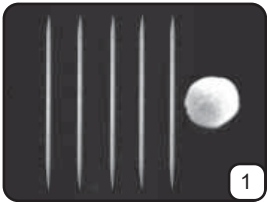
All you need to perform this trick are six toothpicks. You show six toothpicks to the spectators, they have to put them in such a way that each one can touch the five others.



---

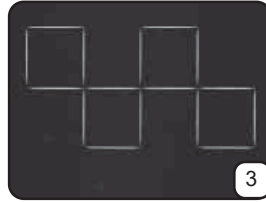
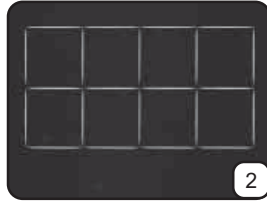
### 198 - LIBERATION

You make a small spoon out of five wooden sticks and you put a chip in it. How do you change the place of just three of the wooden sticks and reconstitute the spoon again while having the chip on the outside? To perform this trick you will need five little wooden sticks and one chip.



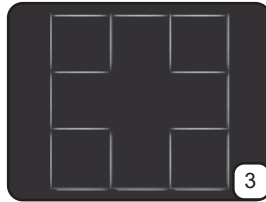
### 199 - THE MYSTERY OF THE EIGHT SQUARES

Make from twenty-two toothpicks, eight squares as shown in the picture. The question is how to take away six toothpicks and still end up with four squares. The answer is, to take two toothpicks of the opposite corner of each side, two of the middle and one from each side.



### 200 - ANOTHER MYSTERY OF THE NINE SQUARES

From twenty four toothpicks, make nine squares so when you take away four toothpicks you will have five squares. The solution is taking away the four toothpicks from the middle.



CREDITS

Thanks to our Magic-Team:

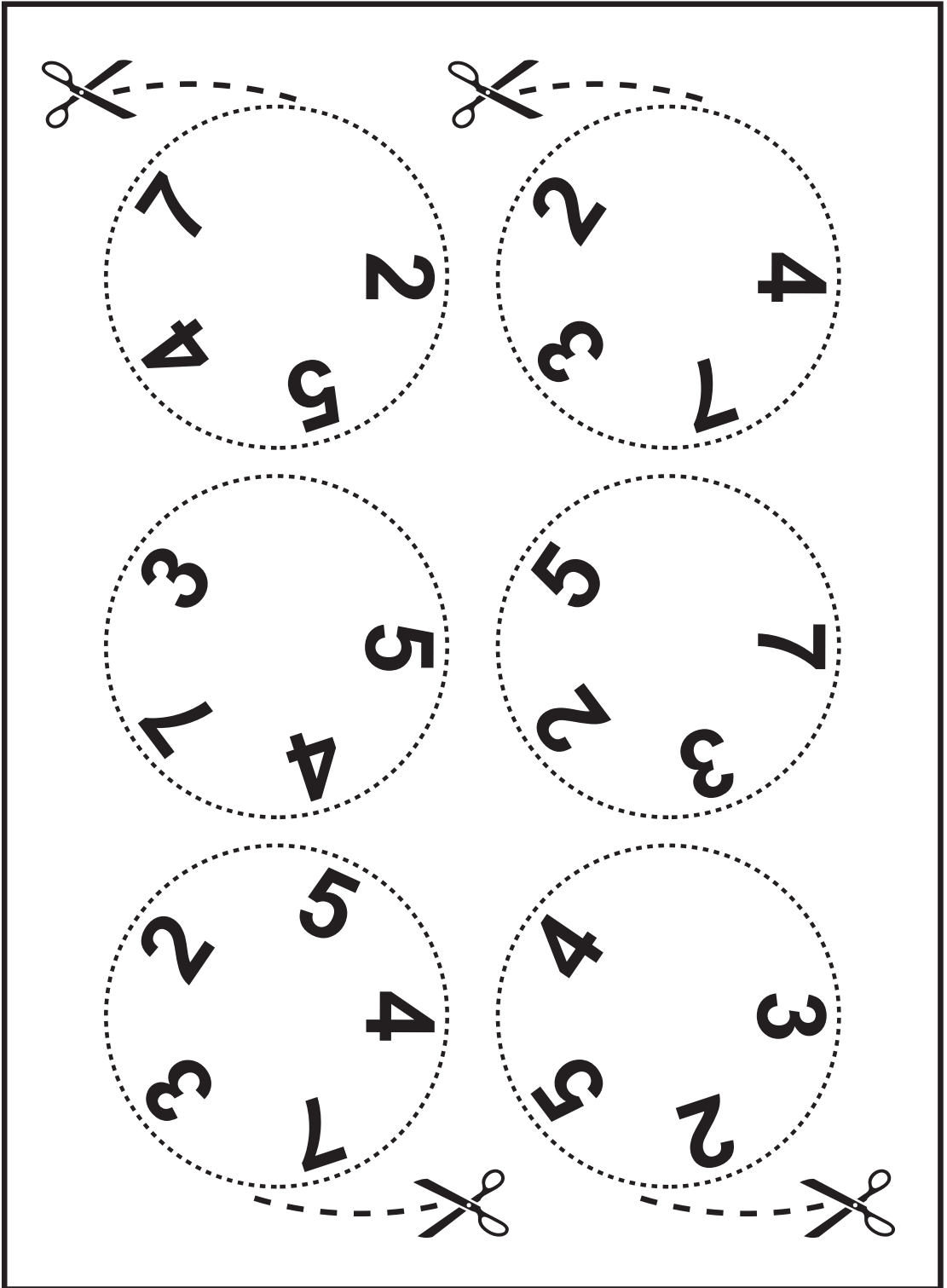
Dan Le Fay

Henk Romeijn

Ray Joel

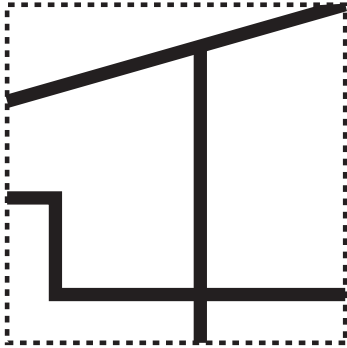




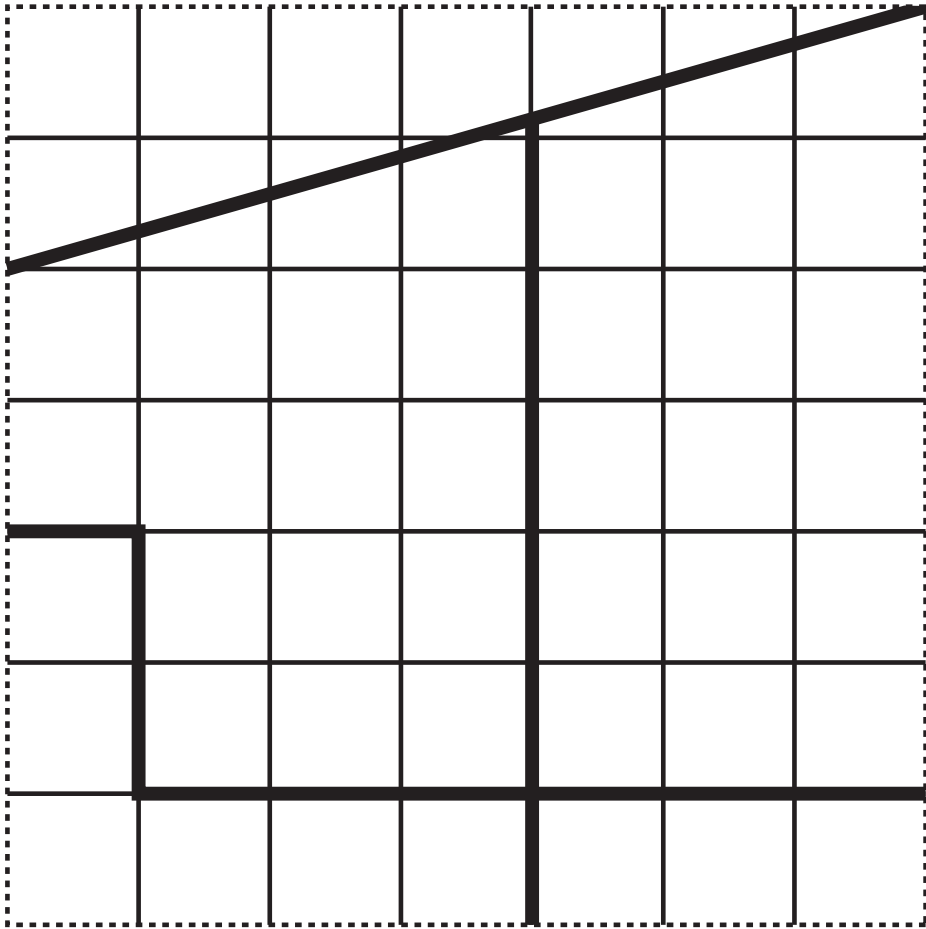
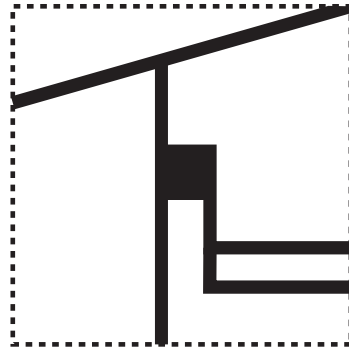




1



2









FISM™

OFFICIAL PARTNER

**H**anky Panky Toys producer, innovator and manufacturer of children's magic sets, has been selected as Official Partner and the official MAGIC TOYS MANUFACTURER of the FISM™. Since 1961 Hanky Panky has manufactured millions of magic boxes to the enjoyment of millions of children all over the world. Many famous magicians and world champions started their careers in magic after having received a Hanky Panky magic set as a child. Hanky Panky has been leading the way in children's magic with their innovative ideas, always finding fresh ways of gaining attention of potential magicians. These fantastic developments have always complimented magician's performances and not impeded upon the world of magic, children have been given an insight into the secrets of magic without giving away the secrets of professional magicians. In 1964 Hanky Panky Toys became the first company to design and manufacture a Magic Top Hat with a hidden secret compartment and a plush rabbit, so children could produce a rabbit from a hat, just like a real magician!

**H**anky Panky Toys has been leading the way in magic innovation for children and has developed and updated existing magical principles to make magic stay in vogue with new generations of children. Examples of this are the Street Magic Baseball Cap with a secret compartment, Gross Magic and Glow In The Dark Magic. In fact Hanky Panky has led the way in developing brands of magic first with Merlin's magic, (the most famous of all magicians). At the FISM™ World Championships of Magic™ in 2003 a Merlin magic box was recommended as one of the finest magic boxes for children. Hanky Panky Toys is proud to have been elected as an official FISM™ partner.

**F**ISM™, the **Fédération Internationale des Sociétés Magiques™** (International Federation of Magic Societies™) is the international body bringing together the world's leading magic societies. The federation was created in 1948, and today consists of 74 magic societies, both national and international, as well as national federations which represent around 50,000 magicians from 40 countries. FISM™'s aim is to create a centralised body unifying the magic world, to be the voice of magic around the world providing a focal point for communication about magic and magicians; to develop, elevate and promote the art of magic; to coordinate the activities of Member Societies, enhancing their authority and encouraging the exchange of reciprocal cooperation and services; to fight against exposure and copying of acts, effects or inventions, presentations or original routines; to organise the World Championships of Magic™. For more information please visit [www.fism.org](http://www.fism.org).

**NOTE**



HANKY PANKY®

# MAGIC INSTRUCTIONS



[www.hankypanky-toys.com](http://www.hankypanky-toys.com)

*(\*) Not all materials used for these tricks are included in the box. Some tricks require the use of everyday objects.  
Remove all packaging materials before giving to children.*

**WARNING!** Not suitable for children under 3 years. **CHOKING HAZARD.** This toy contains small parts which may be hazardous. Long cord. Strangulation hazard. Please retain details for future reference. Colours and contents may vary from those illustrated. Please note that some tricks may require parental guidance.

All Magic Tricks, Parts, Designs and Original description of Tricks are the Worldwide Copyright of World Magic International (WMI) A.V.V. © 1978. 1998. 2023.  
Owners of the HANKY PANKY Trademarks and Copyrights.

This is a Hanky Panky product made by Hanky Panky Toys Thailand.  
Some tricks are reproduced with the kind permission from our team of magicians.  
HANKY PANKY TOYS (THAILAND) CO., LTD.  
30 Moo 3 Tumbon Huayyai, Amphur Banglamung 20150 Chonburi Thailand.



EN 4-2004-900 (001)

202315