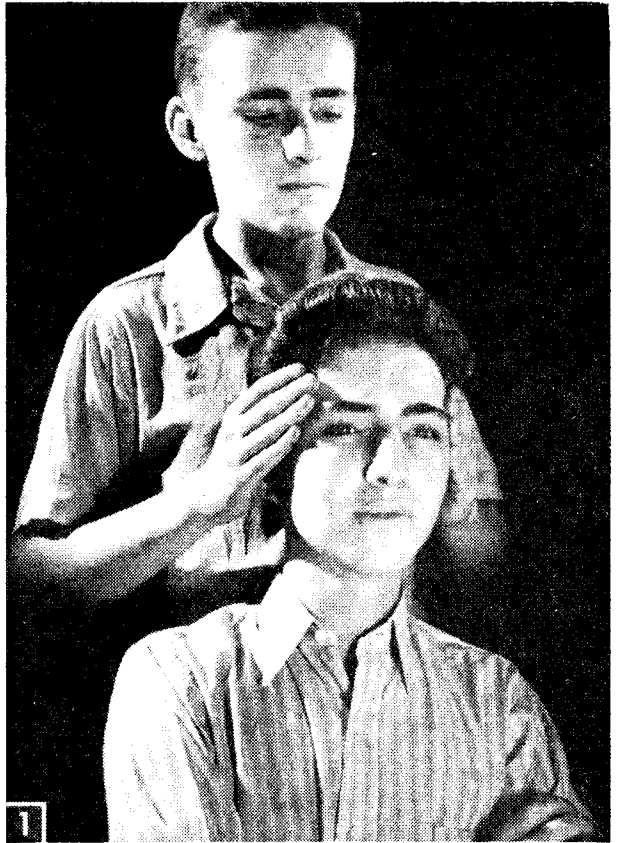


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Shadow formed by the disk enables you to reveal the number covered when your back was turned.

with a



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Transfer thought waves through the powers of concentration and muscular movement.

INTRODUCE your Doubting Thomas friends to feats of trickery that can be mastered by you in a short time and are designed to keep your audience confused, amazed, and entertained.

No elaborate props are needed for these tricks. You can carry most of what you need in your pockets and use other items that are generally found in your host's home. The fewer props you bring the more interested your audience will be in your tricks.

Number Mind Reading (Fig. 1) is easy to do but hard to detect. Get someone you can trust to act as mind reader. With him out of the room, have someone give a number from 1 to 25. Call the mind reader back and have him place the tips of his fingers on your temples. After a few moments of deep concentration he gives the correct number.

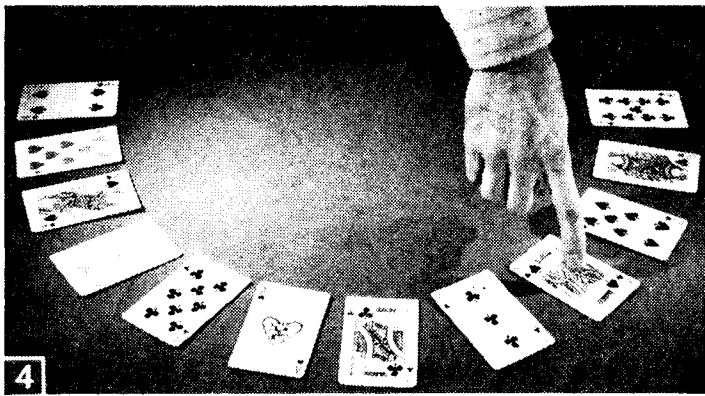
The key to this trick is to clench your teeth tightly for each number until you reach the correct one. This action gives a slight movement in the bones which is readily felt by the mind reader but not seen by the audience.

Another concentration trick is performed with a little square of cardboard that has numbers painted on it as in Fig. 2. Turn your



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Concentration and help from an assistant will help you name the correct card every time.



4 To make this card trick more puzzling, arrange that a different key card be used each time.



5 Any number of correct cards can be withdrawn from the hat by sight or feel.



6 By carefully stacking the deck, you can make cards disappear, then re-appear again.

back and let someone cover one of the numbers with a coin or disk of paper. Concentrate for a minute. After the number is covered, then instruct someone to remove the disk and hand it to you without turning around. Turn around, hold the square to your forehead for a few seconds, and announce the number that was covered.

The answer to this trick is in the square itself. The white background for the numbers is coated with phosphorescent paint that stores light from the illumination in the room. The coin causes a slight shadow over the number that was covered so you can notice if you slip it in your coat or cup it in your hands before you turn around.

Card Tricks seem to generate a lot of interest, because the cards themselves typify a game of chance. Some tricks require an assistant, and others can be performed without help.

With the help of an assistant, you can name the correct card even though you are blindfolded (Fig. 3) or have your back turned when someone selects a card and you are asked to turn around and name the correct one from eight placed in a semi-circle.

Your assistant improves your powers of blindfolded concentration by tapping your foot when the right card appears. Or, use a pre-arranged system to identify the right card from those in the semi-circle (Fig. 4), by arranging with your partner to point to the chosen card after he has pointed to, say, the third card from either end. Use a different key card each time to make this trick more puzzling.

Use two hats and a worn deck of cards for another card trick that involves correctly identifying three cards. Let someone shuffle the cards and give you half the deck. Drop your cards into a hat (Fig. 5), cover with another hat, and shake hard to mix the cards. Let the person pick three cards from his half and insert them face down between the hats. Let him shake them, remove one of the hats, and you pick out the chosen cards.

In order for you to select the right cards you have to give your cards a sharp bend in the center before you drop them in the hat. When you finally gather up all the cards remaining in the hat, give them a bend the other way to straighten them.

Make a card vanish from the deck after it is picked (Fig. 6). Cut the pack in half beforehand and carefully dovetail-shuffle the two halves so the cards alternate. Let half the cards project from either end when you as-

scumble the deck. When you riffle the stacked deck only the projecting cards will show. To make the card disappear, turn the pack around and riffle from the other end. To make it reappear, turn the deck around again.

Two After-Dinner Stunts that are good for a one-time showing: Use salt and water to write a name (Fig. 7), and have a person blow an empty match drawer through the box (Fig. 8).

Use a match or toothpick dipped in plain water to write the name on a piece of paper, then sprinkle salt on it while the writing is still wet. Turn the paper over and quickly run a lighted match under the name. The smoke from the match will coat all of the paper. Tap the paper lightly and the salt will fall off, leaving the name standing out in white.

Form the tunnel for the matchbox trick as in Fig. 8 and place it in front of a friend. Place the empty drawer behind it and challenge him to make the drawer come through the tunnel without touching it. It's easy if you cup your hand behind the drawer and blow smartly into your hand. The reflected wind propels the drawer toward you.

A Party Trick that will leave your friends baffled is how to get a pair of dice into a glass from the position in Fig. 9. To get the first die in is easy; merely toss it in the air and catch it in the glass. If you try this with the second die, though, the one in the glass will come out. To get the second one in, just let go of the die and drop the glass quickly and smoothly under it.

Use your magical powers to make tissue paper go from one box to another (Fig. 10). Place a piece of red tissue paper in a match box and put a red X on the end of the drawer. Put a blue X on the box with the blue paper. Lay the boxes on the table and make magic passes over them and command the papers to change boxes.

The trick is to mark X's of contrary colors on the ends of the boxes that are hidden from view. When laying the boxes down, secretly turn them around.

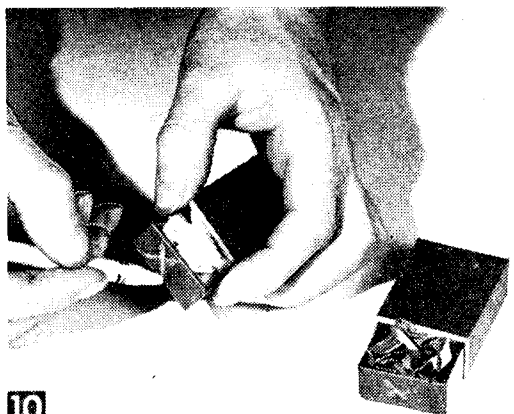
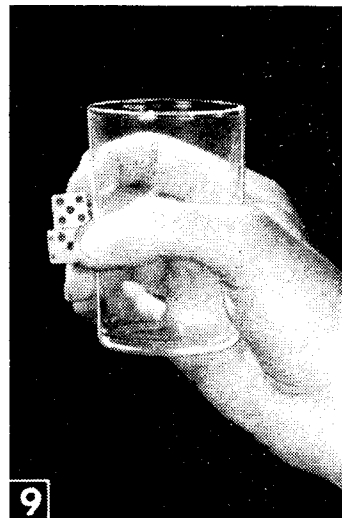


7 Name written with water and sprinkled with salt can be brought out with a lighted match.



8 Above, The principle of reflected wind has to be used to propel the drawer through the tunnel.

Below, Getting both dice in the tumbler depends on timing and a smooth motion.



10 With sleight-of-hand you can give the illusion of transferring the contents of the boxes.