

## Equipment



1 Knot disintegration chamber
2 Dragon tunnel
3 Rope
4 Crystal tubes (2)
5 Magic book
6 Magic cards (4)


13 Magic hanky
14 Ghost bottle

15 Rubber ball
16 Magic banknotes
17 Blank notes set
12 Thumb tip


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## Trick 4: The Card Swap



MATERIALS: The magic book, the 10 of spades, the 10 of hearts

PREPARATION: Hide the 10 of spades in the magic book by laying the card on a page and flipping the book over (Image 2). When you open the magic book again, the card has disappeared.
hearts onto the empty page (Image 3). Distracting the spectators with a few spells and hand movements, close the book and flip it over again, without the audience noticing (Images 4 and 5). When you open it now, your audience will see that the 10 of hearts has become the 10 of spades (Image 6). Magic!


PERFORMANCE: With your audience watching, open the magic book and lay the 10 of


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## Trick 5: Confused Cards

MATERIALS: The 10 of hearts, the 10 of spades, the double faced card that has a 10 of hearts on one side and a 10 of spades on the other, a table with a cloth* so that your audience cannot see under the table

$B$PREPARATION: Hide the regular 10 of hearts in your jacket or pants pocket.

PERFORMANCE: Show your audience the 10 of spades and the double-printed card with the 10 of hearts face up. Now hold
the cards under the table and bring the double-printed card up with the 10 of spades side showing. Put this card into your jacket or pants pocket next to the 10 of hearts and ask a viewer which card is where. The viewer will answer that the 10 of hearts is under the table and that the 10 of spades is in your pocket. Now take out the regular 10 of hearts from your pocket, and then reveal the 10 of spades from under the table.


## Trick 11: Turning Silver Into Gold

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 is hidden first (Images 6 and 7). When you open the box again, the golden coin will have appeared. You have magically transformed the silver coin into a gold coin!


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TIP!
Using the same trick, you can also double your money, and turn a dime into a quarter.

## Trick 24: Knotted Knots

MATERIALS: The rope

* PERFORMANCE: Tie a knot between the right end and the left end of the rope (Image 2).
Do not pull the knot completely closed, however. Turn the rope around and tie another knot inside it (Image 3). Now insert the free end of the rope into the
lower knot (Image 4). Lead the end back again and bring it from the rear through the upper knot (Images 5 and 6). The result will look as if you would have made a complicated knot in the rope, which can only be untied with great difficulty. All you have to do however, is pull firmly on the rope from both ends... and all the knots will disappear as though by magic!



## Trick 25: The Jumping Knot



MATERIALS: A long rope measuring 20 to 30 inches in length, a short rope, scissors* If you do not want to cut the rope included in your magic set, you can use any other rope.

PREPARATION: Turn the long rope into a loop and tie the shorter piece around the outermost end of the loop (Images 2 to 4).


PERFORMANCE: Show your audience the prepared rope. It will look as though you have tied two pieces of rope together in the middle. If you pull forcefully on each end of the rope (Image 5 ), the knot will "jump" off the rope.



## Trick 45: The Magic Wand Tells the Time

MATERIALS: The magic wand, a large sheet of paper*, a pen*, scissors*


PREPARATION: Draw the face of a clock on a piece of paper and cut it out (Image 1).


PERFORMANCE: Begin by explaining that your magic wand possesses magic powers, and you will prove it. Ask an audience member to think of one of the hours (1:00, 2:00, 3:00, etc.) shown on the clock face. Gently tap the head of your volunteer with the magic wand. Now set your paper clock on the table and say to your volunteer and the audience: "Every time I tap the clock with my magic wand, you (your volunteer) should add one to the number of the hour you are thinking of. When you reach 20 say 'stop'." You should also count along silently every time you tap the clock. Once you have reached seven,
point to the 12 with your wand. From there, each time you tap the wand against the clock move it back by one hour until the volunteer says "stop."
When she does say stop, your magic wand will be pointing at the hour that she had thought of. An example: The audience member is thinking of 10 o'clock. Count up in your head from one to seven. When you point to the 12 on the clock dial, the volunteer will already be at 18 . Move the magic wand back two hours. Now your volunteer is at 20 and you will be pointing to the 10 !


## Trick 48: ...and the Water has Vanished!



MATERIALS: The thumb tip, paper money (ideally a five or 10 dollar bill)*, a glass*, some water*

PREPARATION: Pour some water into the glass. Set the thumb tip on your right thumb (Image 1).

* PERFORMANCE: Wrap the dollar bill around your right thumb (Image 2). Make sure that your audience does not
see the thumb tip while you are doing this. Now pull the rolled up bill and the thumb tip off with your other hand, and hold it with the opening of the thumb pointing upward (Images 3 and 4). Pour a little water from a glass carefully into the thumb tip that is wrapped up in the dollar bill (Image 5). Unroll the dollar bill, at the same time putting the thumb tip back on, and making sure that no water spills out (Image 6). It is safest to point your thumb downward! The water will have magically disappeared!



## Trick 49: A Disappearing Coin



MATERIALS: The thumb tip, a penny*

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PERFORMANCE: Ask a viewer to lend to you a small coin. At the same time, secretly take
the thumb tip off into your left hand. Slide the coin into the hidden thumb tip. Now pretend that you are pressing down into your left fist with the thumb of your right hand. Actually, you should be sliding the thumb tip over your right

