

Magic Box

25
TRICKS

World Class Tricks for Little Magicians!



1 Pyramid Puzzle

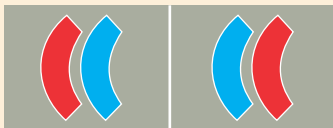
EFFECT: Only you can make a pyramid of two plastic pieces... For you know how!

SECRET: Place the two square surfaces face-to-face, and give half a twist to one of the pieces!



2 Color Illusion

SECRET: This is an illusion! Both colors are of equal height. But the color placed on the RIGHT SIDE will always look Taller.



3 Vanishing coin

EFFECT: A coin is placed on the small cup, which is kept inverted. The cup is now covered by another cup. When you remove the covered cup, the coin has simply vanished.

APPARATUS: Three small cups, the smallest cup is fitting like a cap on to the middle sized one.

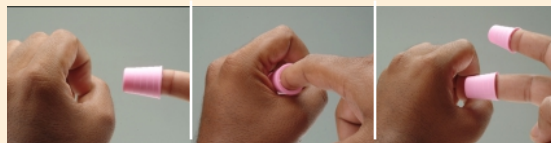


PERFORMANCE: Place the smallest cap on the inverted medium sized cup. Place coin in its removable cap. So when you cover the medium cup with the larger cup, the cap along with the coin gets attached to the larger cup. You can remove the smaller cap from the bigger cup, by pulling it down. With this item you can either produce a coin or vanish a coin.

4 Thimble Production

PERFORMANCE: Put the thimble on the right index finger, show you left hand empty, now pass the index finger with the thimble, inside the fist of the left hand, when empty, now pass the index finger, YOU HAVE TWO THIMBLES. One on the index finger and the other on the middle finger.

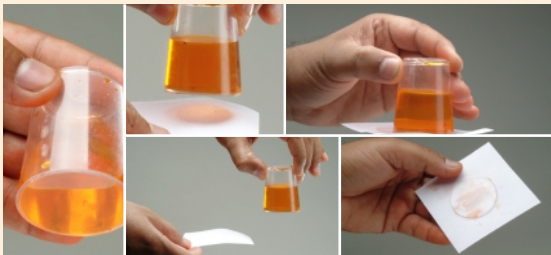
SECRET: There are actually two thimble; one is concealed inside the other. When you take your index finger into the fist of the left hand push the outer thimble with your thumb into the fist and put the middle finger and take out the thimble.



5 Hydrostatic Glass

A glass filled with water. A piece of paper is placed over the mouth of the glass and held in the right hand. The glass is turned upside down pressing the paper with the left hand. The left hand is removed. The paper clings to the mouth water doesn't fall down. Now magician removes the paper but water doesn't fall down. On a count of three the water suddenly falls in a bowl.

SECRET: The glass has a covering, transparent disc of plastic, which is put on the paper used to cover the mouth of the glass. The paper can be removed and the water seems to have nothing holding it in the glass. Press the glass. Water falls down along with the disc.

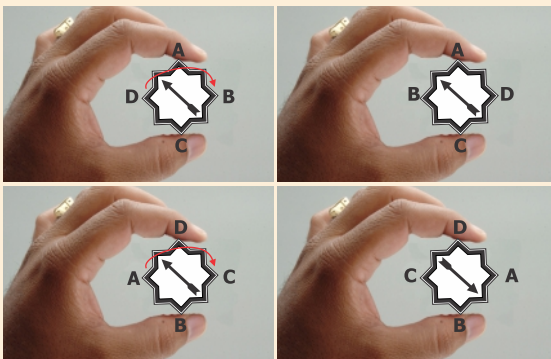


6 The Sailors Compass

EFFECT: A plastic chip with an arrow works as a magical compass!

PERFORMANCE: The left hand holds the compass with the thumb at position C and the forefinger at position A. Flip compass repeatedly to show that the arrow on both sides point to the same direction. As you talk about a drunken sailor, change finger positions. The forefinger is now at D, while the thumb is at B. Now flip the compass to show one arrow points exactly the opposite of the other!

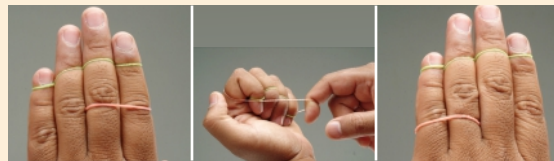
TIPS: There are many more possibilities here. Just change the finger positions and enjoy the magic.



7 Jumping Rubber Band

EFFECT: A rubber band jumps from one pair of fingers to another.

PERFORMANCE: Place a rubber band around the first and second fingers. Use another rubber band to tie the fingers together. Show your hand with the back towards the audience and the fingers extending upwards. With the right hand, pull the rubber band on the palm side and curl fingers towards the palm so that they are all inside the rubber band. Snap the band, at the same time straightening your fingers. The rubber band will automatically release itself from the two fingers and now appear around the third and fourth fingers.



8 A Pencil Production

EFFECT: The performer shows that his hand is empty, and then proceeds to produce a pencil from his elbow.

PRESENTATION: Secretly place a pencil in your collar at the back of your neck. Show that your hands are empty. Raise your right hand, bending your elbow, and with your left hand feel below your elbow as if you are looking for something. At the same time, your right hand reaches behind your collar, removes the pencil, and secretes it in the hand. When you do not get anything from your elbow, look surprised, and say, "I'll try the other one." Bend your left elbow, raising your arm as before. Bring your right hand under the elbow, visibly removing the pencil. The reaching of your hand to the back of the neck will not be noticed, as everybody will be concentrating on your elbow. This is a short, quick trick, but very effective.

9 Thimble Through Handkerchief

Put the smaller thimble on your right forefinger. Hold the bigger one in your left hand keeping your thumb & index finger free. Cover your right hand with the handkerchief. Slide the larger thimble onto the right index finger over the handkerchief. Open your left hand and show that the thimble has passed through the handkerchief.



10 Ring Levitation

EFFECT: The performer holds a pencil in a vertical position. A ring is placed over it. The ring rises or falls, according to the command of the performer.

PREPARATION: Take an unused long wooden pencil, the type without an eraser on it, and cut a slit with a razor across one of its ends. Make this slit a quarter-inch deep. Take a piece of fine but strong black thread on the lowest button of your vest or coat, and place the pencil. Thus, prepared, into your upper vest or coat pocket.

PRESENTATION: Tell the audience that you are about to demonstrate the power of mind over matter. Borrow a ring from a spectator. Remove the pencil from your pocket and holding it vertically in front of you, with the slit end upward (holding it fairly close to you body), drop the ring over it. This will appear quite innocuous, as the thread cannot be seen and then ring will fall naturally to the bottom of the pencil. Command the ring to rise. Slowly move the pencil away from your body, the ring will rise because of the tightening of the thread. By gauging your movement, you may command it to rise to the top or anywhere along the pencil. You may also command it to fall at anytime.

11 Divination Of Age

EFFECT: The performer tells an individual his correct age by means of some arithmetical maneuvers with the individual's personal telephone number, which is unknown to the performer.

PRESENTATION: This is a good stunt when a group of people is present. Have someone, preferably unknown to the performer, volunteer for this experiment. Begin your patter with, "It is a peculiar thing how fate takes a hand in our daily lives. For instance, no one here, I am sure, is aware of the fact that the telephone number which has been assigned to him by the telephone company has fatalistic characteristics, since by means of the number his age can be arrived at." him by the telephone company has fatalistic characteristics, since by means of the number his age can be arrived at." Addressing the spectator who has volunteered, say, "Will you please place on paper the four basic numbers of your telephone number? For instance, if it is 5847 the basic numbers will be 5847. Now, under this write the number with the digits in any position you wish. For instance, if your number were 5847, you may change their order to 4587, or any order you wish. Have you got that down? Now subtract the smaller of these numbers from the larger. Add the individual digits of this result together. You should have a single digit left. If not, keep adding the digits of the results until you do. When you have final arrived at the single digit, please add it to the number of days in the week, which of course, is seven. To this result add the number equivalent to the last two digits of the year in which you were born. For instance, if you were born in 1923 add 2&3. "Will you please now state the result " Of course, immediately tell him his age.

METHOD: The manipulation of the numbers in the telephone number, as above, will always give the result of nine. To this nine you add seven, which gives sixteen. This is your key number, which you subtract from the result the spectator gives you. The result is the number forming the last two digits of the year he was born in. This easily gives you his age.

12 The Six-cent Trick

While the performer's back is turned, he requests a spectator to hold a nickel in one hand, a penny in the other. By indulging in a bit of mathematics, the performer correctly tells which hand holds the penny and which hand holds the nickel.

PRESENTATION: Ask a spectator to remove a nickel and a penny from his pocket, and tell him that while your back is turned he is to place the nickel in one of his hands and the penny in the other. Now, tell the spectator to multiply by 13 the value of the coin he holds in his left hand; then, to multiply by 13 the value of the coin in his right hand, then request him to give you the total of the two answers. This total really has nothing to do with the trick. You merely must be observant while asking the spectator to multiply. If the spectator hesitates on the multiplying of the coin in the left hand, you will know that is the hand which holds the nickel, as it takes longer to multiply 5 times 13 than 1 times 13. The spectator will think the trick is based on a mathematical formula. But let him try to figure it out by mathematics, the total will always be 78, no matter which coin is in either hand. Should you desire to perform this trick some other time for the same audience, it is suggested that you use another number, instead of 13; for example, any one of the following numbers: 9,15,14,11,12 etc. And if you desire, a bit of patter may be used when performing this trick.

13 Extrasensory Perception

A magician is gifted with extrasensory perception. You will prove it to the amazement of the audience. Give a sealed envelope to your assistant on the stage and call three members from the audience. Ask them to write a single digit each. After a little calculation you tell them to open a particular page in a telephone directory and read the name in a particular line in the first column. You show them that you have arrived at this answer on the basis of the calculation made in front of them on the black board. The audience will be bowled over when they see that the name they find in the directory is the same as the one in the sealed envelope. The secret is of course, unbelievably simple. Just write the 9th name in the first column of the 108th page in the directory on a piece of paper and seal it in the envelope. Let us take that 8, 3 and 4 are the three digits

written by the audience. Write the numbers on the black board like this: 834

Reverse the order of the digits: 438

Subtract the lower number from the higher: 396

Reverse again: 693 Add both the numbers, you get 1089.

This is the number you will always get in the end. In case you get only two digits like 34, when you subtract put a 0 behind it and continue the calculation.

14 Black Magic

You will require an assistant to perform this magic. The assistant may be your brother or sister. Send the assistant out of the room in which you and your friends are sitting and then ask your friends to name any one of the articles in the room. Let your assistant continue to stand outside the room. Go on mentioning the things in the room one after another. The moment you have mentioned room one after another. The moment you have mentioned the thing your friends have singled out and he will identify it and say yes. He doesn't even see your face. How is it possible? The trick is that you will mention a black object just before mentioning the noted object. It doesn't even require much intelligence to follow it, isn't it?

You may repeat the trick many times. But change the clue after a certain number of tricks. Say, if the clue is black for the first ten, make it white for the next ten times. That way, your friends can never find out the secret.

15 The Unbreakable Matchstick

Effect : A matchstick broken under the cover of a handkerchief by+. a spectator is magically restored.

Secret : Insert a matchstick through the hem of a handkerchief and have it ready to be broken.

performance: Place a matchstick



in the center of a handkerchief, and cover by folding the handkerchief over it. While offering the matchstick to be broken by the audience, ensure that you offer the secret matchstick hidden inside the hem. Once this has been broken repeatedly, open handkerchief to show the matchstick is still intact.

16 Break a pencil with a note

Call someone from the audience, and ask them to hold a pencil on each end. Borrow a note, fold it in two, lengthwise and strike the pencil so hard that the pencil breaks even though the note does not. When you fold the note in half and are about to strike the pencil, make sure to keep your index finger straight, hiding away from the audience behind the note. And make sure to use your full force to break the pencil with your index finger. Practice this a few times before presenting so you understand how much pressure to use. Please be careful and don't injure yourself!

17 The Perfect Prediction

Write on a piece of paper 1 to 16 in four rows of 4 numbers each. Ask someone from the audience to come over and circle 4 individual numbers. One from each row, however, keeping in mind that no two numbers are vertically in a straight line. Next, he must add these numbers, and the answer is always 34.

PRESENTATION: First, talk to the audience normally and then act as though you're getting a prediction of a number. Write the number 34 before you start the trick and give it to anyone in the audience and ask them to hold on to it till the end of the trick.

Now, you can bring up another spectator and begin the above trick.

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

18 Age is just a number

There are several ways of finding out someone's age and month he was born. Here is one such method:

Ask someone to think of the number of the month he was born in (For eg- January= 1, February= 2, March= 3) multiply this by 2 and then add 5. Multiply this figure by 50 and then add his age. Ask your volunteer to reveal the number and now, subtract 250 from that in your mind. The last two numbers will be the month he was born.

For example- Age= 25, Born in June=6
 $6 \times 2 = 12 + 5 = 17$
 $17 \times 50 = 850 + 25 = 875 - 250 = 625$

The last two digits are 25, which is also your volunteer's age, and the first digit is their birth month, which in this case is June.

19 Abra Ka-Dabra the Coin

EFFECT: A borrowed coin is dropped into a glass of water. Everyone hears the coin enter the glass and a spectator confirms that it is there. But the coin vanishes.

APPARATUS: A coin, a glass tumbler filled half with water, a handkerchief, a rubber band.

PERFORMANCE: When you drop the coin into the glass, you secretly tilt the glass backwards so that when the coin drops, it hits the side of the glass and falls into the left hand.

(1) Move the glass so that it rests on top of the coin. You can now lift the handkerchief and allow someone to look down into the water. It appears that the coin is in the glass. (2) Cover the glass again and lift it with the right hand. (3) As it is covered by the handkerchief, the audience thinks that the coin is still there. The left hand goes to a pocket to get the elastic band and secretly drops the coin into the pocket. Place the band around the mouth of the tumbler and put it on a table. When you get someone to remove the band and the handkerchief, the coin has disappeared. During this action, there is plenty of time for you to deposit the coin somewhere else, ready to be 'discovered' a few moments later.

20 The Disappearing Pencil

Place a pencil under a handkerchief. Everyone can see the shape of the pencil. Suddenly, the handkerchief is tossed aside and the pencil is gone.

Method: As soon as the pencil is under the cloth, extend your forefinger so that it appears as though the pencil is still under the handkerchief. Raise your hand so that the pencil can slide down you sleeve. Now toss the handkerchief aside and the thus, the pencil has vanished.

21 Mind Reader

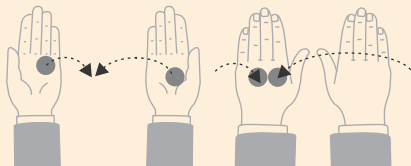
Trick: You can tell in which hand an object is hidden. Ask a volunteer from the audience to hide a magic coin in their hands, while your back is turned around. Then ask them to hold that hand to their forehead to concentrate on it and count to 10. Before you turn, ask the volunteer to place both hands on his lap. When you turn, check which hand is paler. While the volunteer was holding his hand up the blood rushed upwards making it looks paler. And the you can know which hand was holding the coin.

22 The Jumping Coin

EFFECT: A coin vanishes from the magician's right hand to appear in the left. **REQUIREMENTS:** Any two coins **PREPARATION:** None

1. Show a coin on the palm of each hand (please see image 1) . The coin the left hand should be below the third and fourth fingers. The one in the right hand should be at the base of the thumb. Hold both hands approximately 30cm (or 12 inches) apart on a table top.

2. At the same time, turn both hands over in a quick and swift motion in such a way that the thumbs come close together. As you do this the coin from the right hand will be thrown under the left hand (please see image 2) but to the audience it appears that you have just turned your hands over and there is a coin under each one. 3. Lift your hands to show that the coins has vanished. Lift the left hand to that, amazingly there are now 2 coins under it.



23 'I Know what you crossed!'

Ask a volunteer to pick a number between 1000 and 9999 and then multiple it by 9. Now ask your volunteer to cross our one number from the answer. Ask them to now, add all the remaining numbers. And you will be able to tell them which number they crossed.

EXAMPLE: If the number chosen was 1652.

$1652 \times 9 = 14868$ (your volunteer crossed 6)

Add the remaining digits. $1+4+8+8 = 21$

The next nearest multiple of 9 to 21 is 27.

Now ask them to subtract 27 from 21, the answer will be 6. When they tell you the answer, you will know that the number crossed is the same. If the number is 0, subtracting 0 by 9 will give you 0, hence, the number crossed will also be 0.

24 The Sugar Lump

Take a sugar and ask a volunteer to write a letter or a number on it. Drop the sugar lump into a glass of water and ask the volunteer to put their hand above the glass. When the volunteer write the number or letter down, take the sugar lump from their hands and hold it tight so the impression comes on your hands. Now ask the volunteer's hands and putting your thumb or finger which has the impression on the volunteers palm.

25 Tick Toc On the Clock

All you need is a clock or a watch and get prepared to amaze everyone when you can accurately guess the number your volunteer was thinking of!

Ask a volunteer to think of a number from 1 to 12. Now every-time you tap on the clock, ask them to add 1 to that number. For example: If they choose the number 6 with every tap ask them to add 1, hence it will be 6, 7, 8, 9, 10... and ask them to say stop when they reach 20. As the magician, tap anywhere on the clock for the first 7 taps but on the 8th tap, tap on the number 12 and keep going backwards (for example: 8th tap- 12, 9th tap- 11, 10th tap 10 and so on) till your volunteer says stop. The number you are currently on is your volunteer's number as well.

Magic Box



World Class Tricks for Little Magicians!

Imagine the thrill of having your audience's attention as they watch you perform exciting magic tricks!

Become the coolest Magician around and perform like a pro! Magic Box brings you tricks that are easy to learn and fun to perform. Start today, and prepare to wow your friends at the next party!



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Along with the magical apparatuses as shown above and everyday household items, dazzle your friends and family with tricks everyday!



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