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GEMS FROM MAGIC & MENTALISM'S PAST.



ALEXANDER

THE MAN WHO KNOWS



COUNTY BOROUGH OF HASTINGS
WHITE ROCK PAVILION
5 P.M. SATURDAY, 24th SEPTEMBER, 1960 8.30 P.M.
THE INTERNATIONAL BROTHERHOOD OF MAGICIANS IN BRITAIN BRING PRESENTS
GRAND GALA OF MAGIC

DIRECT FROM HIS SUCCESSFUL TELEVISION SERIES
KORAN
THE WORLD'S FASTEST MIND READER

JIMMY ROGERS FIRST APPEARANCE IN THIS COUNTRY OF
WITH HIS DISAPPEARING DOGS
LESTER PRIZE WINNING ENIGMA MANIPULATOR

THE POPULAR WEST END CABARET STAR
CLIFFORD STANTON PSYCHICALS ON PALACE

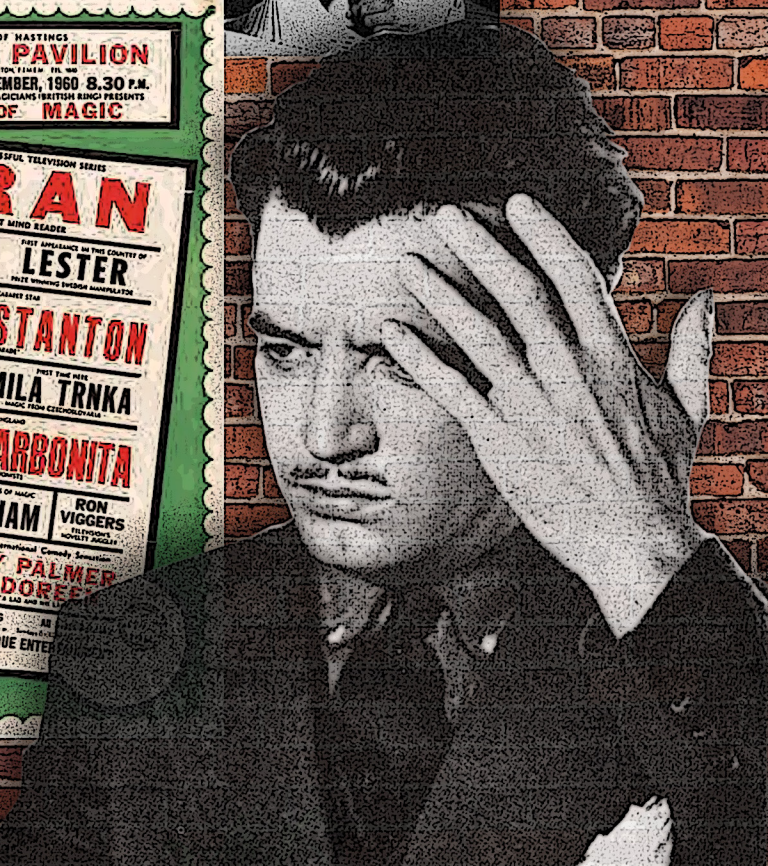
RALPH HULL & MOLLIE FIRST TIME HERE
WINNERS OF BRITON ENIGMELITE, 1958
MILA TRNKA THE 1957
NOVELTY ACTRESS

PREMIER APPEARANCE IN ENGLAND
CORAL TRING BY BRIDGE ALLOWANCE
CARBONI & CARBONITA

THE INTERNATIONAL STARS OF MAGIC
EUGENE AND HIS SERENADERS **PAUL GRAHAM** **RON VIGGERS**

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Holland's Most Hyped Magic Act
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TICKETS at 10/6, 7/6, 5/6 & (first three only), 3/6
Advance Booking Please - the door price from 12/6. Weekend 10/6 & 12/6. Children 6/6
BOOK YOUR SEATS EARLY FOR THIS UNIQUE ENTERTAINMENT



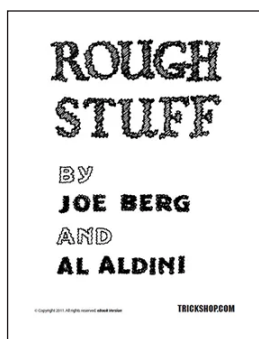
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Thank you for downloading Trickshop's new Winter 2023/24 Catalog of Magic and Mentalism with web links for over 150 of our most popular titles and bundles, as well as three clever impromptu magic effects.

Please note, some individual titles listed may also be included in a money-saving bundle, so be sure to check out this section which begins on page 22, as well as the Special Offers section on our website for the latest deals and new releases.

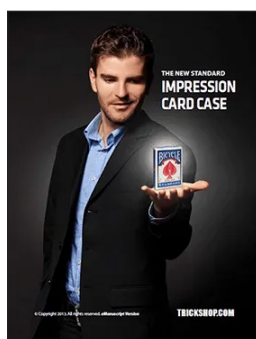
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ROUGH STUFF

A classic work on how to rough cards, written by Joe Berg and Al Aldini. It gives you complete instructions—from preparation to performance for seven different trick decks. Plus, we've added in two more popular decks—Berg's Ultra Mental Deck complete with the now standard and hilarious "Invisible Deck" presentation, as well as instructions for Dai Vernon's Brain Wave Deck. Finally,

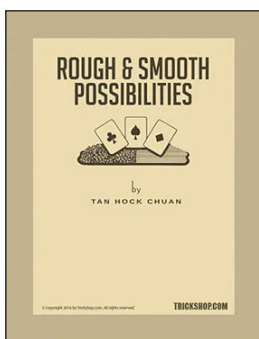
we tell you where to buy Roughing Fluid today, including excellent, commercially available liquid and spray products; as well as how and where to apply roughing fluid to a card's surface to achieve different results, including Super-Roughing techniques. 29 pages.



IMPRESSION CARD CASE

We explain how to construct an impression card case with Bicycle's new "Standard" card case IN LESS THAN 10 MINUTES! One that works as well as Annemann's original Mental Masterpiece! We even include Annemann's own presentation complete with his priceless performance subtleties that make this a true gem. Here's how it looks to your audience: A spectator thinks of any card

in the deck and secretly writes it down on a piece of paper, which he folds and keeps. You now remove a deck of cards from its case and scan the faces for a few moments before removing one which seems to strike you. You place this card face down on the spectator's outstretched palm. You walk away and ask the spectator to reveal—for the first time—the card he had in mind. Once he names it, you ask him to lift up and show the face of the card you placed on his palm. It's the same card! 5 pages.



ROUGH AND SMOOTH POSSIBILITIES

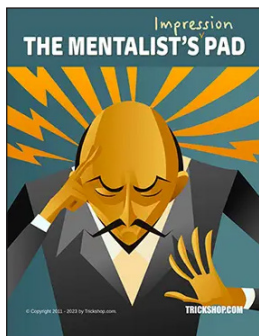
Singapore magician, Tan Hock Chuan, offers 11 effects based upon the rough and smooth principle. These tricks include innovative application of various half card roughing combinations that open even more possibilities and amazing effects with one of the magic's most powerful and closely-guarded methods. 17 pages, illustrated.



SECRET WEAPONS FOR MAGICIANS AND MENTALISTS

40+ powerful, yet easy-to-make gimmicks and other subtleties you can deploy in your magic and mentalism performances, including Nelson's famed Mental Gimmick and an Impression Playing Card! All are 100% practical and geared to contemporary performers. Categories include gimmicks for Book

Tests, Billet Switches, Predictions, Thought Reading, Cards, Coins, Liquid Productions, and more. 23 pages, photo-illustrated.



THE MENTALIST'S IMPRESSION PAD

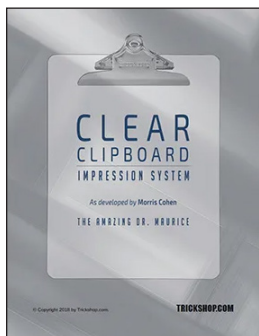
At last, a mentalist's impression device that defies detection. The Mentalist's Pad is an ordinary-looking writing tablet that can be handled freely, yet will capture a clear impression of anything a spectator writes or draws. And while it rivals any well-made mentalism clipboard in terms of performance and deceptiveness, our innovative, new

impression device for mentalists costs just a few dollars and takes less than 10 minutes to construct. Use it for pre-show work, design duplication, and much more. We supply the step-by-step, photo-illustrated PDF, you supply the inexpensive materials. 7 pages.



DIY CARD GIMMICKS

Clever, easy-to-construct, proven card gimmicks for forcing, card control and location. None take more than a few seconds to make. Plus, we've even included an improved "Card to Anywhere" forcing gimmick that vanishes the selected card without a trace immediately after it is selected (no palming, no suspicious moves)—a card you are free to reproduce from virtually anywhere—under a drink, in your wallet, or a spectator's pocket or purse. 9 pages, well illustrated PDF.



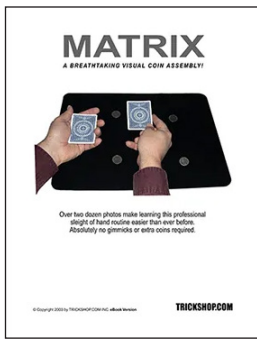
CLEAR CLIPBOARD IMPRESSION SYSTEM

The Amazing Dr. Maurice's original Clear Clipboard Impression System gives you the ability to capture a clear, legible impression of anything a spectator writes or draws using just a transparent acrylic clipboard, a sheet of paper, and a pencil. Properties you can handle freely and look so innocent that they're above suspicion. 8 pages.



SCOTCH TAPE SORcery

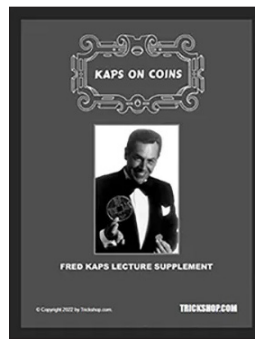
Discover nearly two dozen magical uses for double-sided tape! These are 100% practical applications for coin and card magic, mental effects, productions, and more. Based upon the work of Joseph M. White. Newly compiled and edited. 14 pages, illustrated.



MATRIX COIN ASSEMBLY

Four cards, four coins and pure magic. Four coins (US or Canadian quarters, UK 10-pence coins, etc.), placed in a square layout on your close-up pad and each covered with a playing card, assemble one at a time under the same card. The flight of each coin is amazing—the spectators actually see the coin vanish from one card and reappear under the other as you snap the cards. No gimmicks or

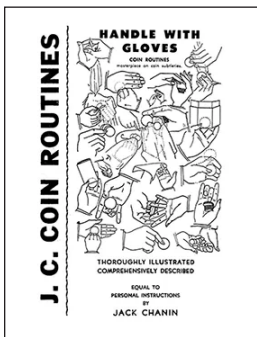
extra coins are required. At the end, you are left completely clean and all may be examined. Our clearly written instructions with over two dozen large, clear photos make learning this professional sleight of hand routine a breeze. In fact, you'll probably pick it up with just a few hours practice. 12 pages, photo-illustrated.



KAPS ON COINS WITH VIDEO ACCESS

This package includes Fred Kaps printed lecture supplement, "KAPS ON COINS," in PDF format along with streaming access to a video copy of Kaps' companion instructional film, "NOTES ON COINS." Fred Kaps teaches 12 different coin tricks. Effects include: Edward Victor's Color-changing Coins (Spell-bound), Okito Box Routine, Coin Across,

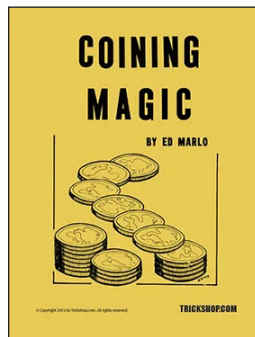
Silver China Transposition, Hoo Coin Routine, Coin Through Hand, Coin Vanish Under Card, Ring Off String, Coin Through Handkerchief, Twin Coin Production From Cards, Coins Through Table, and Another Coin Vanish Under Card. Plus, Fred Kaps own Utility Coin Switch (added to PDF instructions). 12-page PDF plus video access.



J.C. COIN ROUTINES - HANDLE WITH GLOVES

Looking for a way to magically produce four or more coins that you can use in other routines? Checkout Jack Chanin's J.C. Favorite—a production of coins from a silk handkerchief that's as easy to do as it is beautiful to watch. It's just one of the effects taught by the legendary manipulator in this illustrated book. And despite the sub-title, it's material you can

perform without gloves. Contents include Sleaving, J.C. Palm, J.C. Master Production and Vanish, Just a Production, Coin Migration and more. Material for all skill levels—beginner thru advanced manipulator. 17 pages.



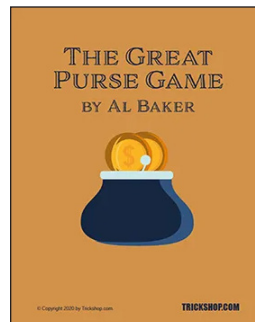
COINING MAGIC

A rare, non-card magic publication by Ed Marlo! In Coining Magic, Marlo shows that the classic Coin Fold or Paper and Coin is more than just a simple way to vanish a coin. In fact, he explores an array of moves and subtleties that make this methodology as baffling as any in the coin worker's repertoire. Highlights include: The Dealer's Pitch, Spider Vanish, The Spectator Wraps It Up,

Shrinkage, H.P., Soft-Solid-Soft-Gone, Sans Duplicate, Flutterless, and Unprepared. These effects, which range from vanishes and transpositions to coin changes and penetrations thru both the hand and a card case, can be performed individually or as part longer of a routine where one effect blends into the next. Plus, there's even a section on the Okito Coin Box, which includes his S.O.C. routine and an Impromptu S.O.C. routine, as well as the Marlo One Hand Turn-over. 38 pages, illustrated.

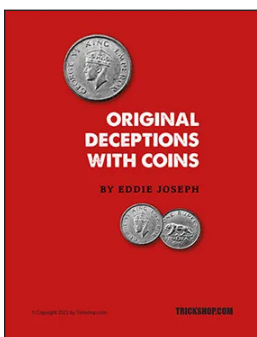
BULL'S-EYE COIN TRICKS

Co-authored by the legendary Ed Marlo and coin expert, Laurie Ireland, this little booklet is packed with audience-tested coin tricks, vanishes and productions, various moves and sleights, as well as a number of routined effects—about 20 items in all! There are even several coin tricks that require a minimum of manipulative ability but are sure to entertain folks at the next party or your local watering hole. First released in 1942. 26 pages with 43 line drawings.



THE GREAT PURSE GAME

Looking for a close-up effect that's different? The Purse Game or Swindle is to the English or Australian sharper what the 3-Shell Game is to the American bunco artist. Spectators would see the operator drop two silver coins into a small purse, pass the purse from hand to hand, and then offer the purse for sale at less than the value of the coins used. Once the victim examined his purchase

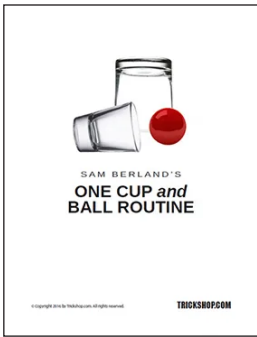


ORIGINAL DECEPTIONS WITH COINS

Eddie Joseph's big book of innovative coin magic (published in 1942 as "Coin and Money Magic"). Material includes: 30 novel coin vanishes including Joseph's coin fold technique, 12 ways to change or exchange a coin, over 30 moves, clever concealments and gimmicks, six ways to control a coin toss, over three dozen close-up effects with coins, coin

date tricks, and much more. Re-typeset with larger, easier-to-read type, illustrated, 158 pages.

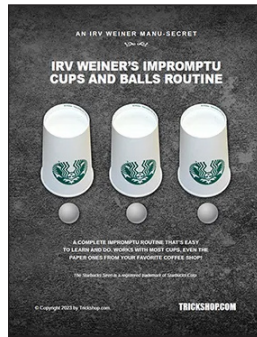
he found only two copper coins valued at two cents. There are no fast moves and only one purse is used. There is a bit of skill, a lot of misdirection and just enough subtlety to make this the pocket trick you will enjoy doing for your friends. We supply Al Baker's excellent original, well-illustrated instructions that detail the clever handling, along with a Bonus Trick—Ted Annemann's easy-to-do version (The Sharper's Purse) that uses rolled up \$10 bills instead of coins. No properties are supplied with this 8-page PDF download.



ONE CUP AND BALL ROUTINE

With Sam Berland's "One Cup and Ball Routine" you can perform an astonishing, impromptu "Chop Cup" type routine with a borrowed shot or larger glass wrapped in half a page torn from any magazine. What's more, after the usual vanish and reappearance of a small ball under the cup, followed by the production of two larger balls, the borrowed

glass VANISHES under the spectator's hand! In this PDF, we are pleased to bring you the real work on this highly commercial close-up routine. In these detailed, step-by-step instructions by Sam Berland, every move for both his shot glass and larger glass versions is fully explained, complete with 30 B&W photos. Perform seated or standing up. 9 pages.



IMPROMPTU CUPS AND BALLS ROUTINE

In the early 1950s, as part of his Manu-Secret series, Irv Weiner published his impromptu Cups and Balls routine. What set it apart from most others was that it could be performed with borrowed paper or plastic cups; no specially-made cups were required. To further reinforce the "off the cuff" nature of his presentation, Weiner would openly tear

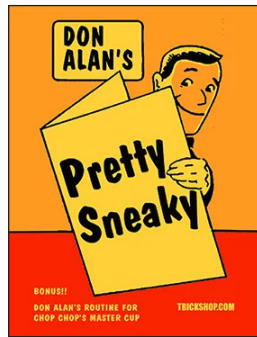
up a paper napkin to make up three balls for the effect. So you can imagine the audience's sheer bewilderment, after the small, makeshift paper balls magically vanished and reappeared, moved and multiplied a couple of times. Then, a small lemon appeared under the center cup. Only to be quickly followed by a lemon under each of the end cups, and for an added kicker...a fourth lemon materialized under the center cup (again)! 7 pages with 15 line drawings—a dozen of which we completely recreated.



BUSINESS CARD MIRACLES (VOL. 1)

Eight astounding and blatantly self-promoting magic and mentalism effects you can perform with your business cards! Plus all are easy to do and require a minimum of preparation, if any. Effects include: Probability Zero, From the Silver Screen, Think-a-Card Revisited, Predicto, Clever Thought Reading, Business Card Telepathy, Impromptu Vision, and

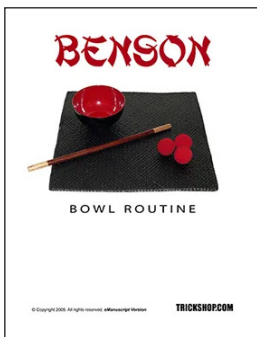
See Other Side. 15 pages, photo-illustrated. (Vols. 2, 3, & 4 are also now available.)



PRETTY SNEAKY

Pretty Sneaky, Don Alan's second book, was first published in 1956. It offers over two dozen close-up effects, gags, and laugh-getters for the magical entertainer. Trick highlights include a Darker Shade of Malini, his three-phase MacDonald Four Ace Routine (It Can't Be...), his Bowl or Cup Loading method, Flaming Han Ping Chien (Alan's presentation for the classic effect), Ashes, Wot Hopen-

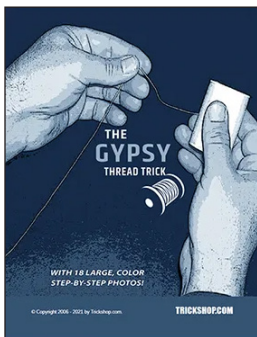
ened (two card transpo), Card on Wall (or Ceiling, different version than his first book), and much more. There are also a number of clever presentations and twists for standard effects, like the stack of quarters, folding coin, and more. As a special bonus, we've also included Don Alan's instructions for his signature Chop Cup routine including his patter. 44 pages, illustrated.



BENSON BOWL ROUTINE

Captivate your audience with an inexpensive bowl, a magic wand and a few sponge balls. Originated by Roy Benson, this routine is a true classic of magic in which sponge balls magically disappear and reappear one at a time under an inverted bowl. In addition to taking full advantage of the properties involved, the entire routine requires just one, easy-to-learn move—Roy Benson's highly deceptive "retention of vision" vanish. We also supply Don Alan's powerful climax—a surprise Malini-type load at the end that will add an exclamation point to any performance. 13-page PDF.

complete routines. 17 excellent line drawings clearly illustrate the proper technique. 18 pages, illustrated.

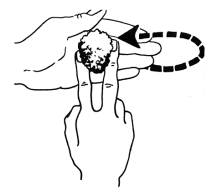


GYPSY THREAD TRICK

The Gypsy or Hindu Thread Trick is one of the most beautiful and mystifying effects in close-up magic. Like almost all classics, the effect is simple, direct and magical. A long length of thread is unraveled and broken off from a spool. The spool is set aside and your hands, apart from the piece of thread, are seen to be unmistakably empty. Slowly and deliberately, you now proceed to break this

long piece of thread into many smaller pieces. You continue until you are left with one small strand. Gathering up all of the broken pieces, you roll them into a small ball; which you place against the remaining strand. The ball of broken pieces clings to the center of the strand. You now slowly pull the ends of the strand apart and the ball gradually unravels until you are holding a single, long length of thread again. 8 pages, photo-illustrated.

FRANK GARCIA'S SPONGE BALLS BOOKLET



Frank Garcia, teaches you an array of clever moves with sponge balls, including productions, vanishes, transpositions, methods of concealment, and more, as well as several

complete routines. 17 excellent line drawings clearly illustrate the proper technique. 18 pages, illustrated.



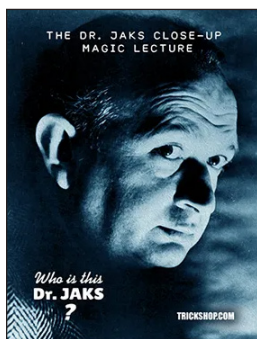
TOP SECRETS OF MAGIC

J.G. Thompson’s highly acclaimed book of close-up magic. Featuring 12 big sections, complete routines with cards, coins, rings, balls, matchbooks, safety pins, and more; as well as an outstanding, multi-faceted close-up mindreading routine with blank business cards. There’s even a two-person mentalism routine you can teach a partner with a minimum of time and effort. Plus, J.B.

Bobo’s easily-constructed Ambitious Card gimmick and routine, which Thompson considered to be the most astounding he had ever seen, is also included in the section on cards. 150 pages, 203 photos, special artwork by Nelson Hahne.

CONTROLLED MIRACLES

A Bill Simon classic! Material includes a startling Four Coin Routine—an “easy” interlocked coin production followed by coins to glass, Smoke Screen—a two in the hand, one in the pocket routine with pieces of a cigarette followed by an astonishing restoration of the cigarette, and a Card in Cigarette routine with a novel method of vanishing the selected card, so it blends into the final discovery. What sets these effects apart is they are as much about timing, misdirection and sound “management,” as the moves employed. In fact, you’ll be amazed at just how easy some of this material is! You’ll also find color changes from Bruce Elliott, Jimmy Grippo (with a clever sucker bit), and the legendary Jack Miller! In addition, there are false cuts and cut controls, the Stab Force, and more magic with cards, coins and silks. Edited by Bruce Elliott and illustrated by Frank Garcia. 17 effects/utility moves in all. 33 pages.



WHO IS THIS DR. JAKS?

The highly sought-after set of notes from the Dr. Jaks lecture before the Magicians’ Guild in New York City on October 17th, 1951. Dr. Jaks’ opening talk on his unique approach to close-up magic effects, staging and presentation is filled with priceless insights and guidance that will benefit anyone who wants to entertain their audience with close-up or card magic. In addition, six Jaks’ classics are

fully explained, including his sponge ball trick, The Four Blacks, Letter Mystery, ring trick, The Locked Room (Bill Tube), and The Purse Mystery (a masterfully constructed signed card to change purse routine). 22 pages, illustrated.

FRED KAPS’ RING ON STRING

After Fred Kaps introduced a length of string and tied a knot into it—forming a large, continuous loop—he would place it into his closed hand with a ring (washer, Chinese coin, etc.). Without any false moves, he slowly withdrew the string from his hand and the ring was now strung on the knotted loop. Everything could be freely examined. 6 pages, photo-illustrated.



LINKING FINGER RINGS

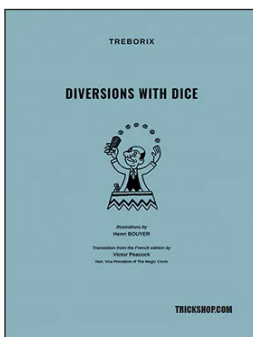
When Al Koran first performed this little miracle on television, it caused a sensation. The effect on an audience is pure magic. Here it is: Three men’s finger rings or wedding bands are borrowed and in the fairest manner possible—LINKED TOGETHER to form a chain. The rings are then unlinked and returned to their respective owners.

A genuine reputation-maker. Ideal for stand-up, clubs, banquets, etc. With our streamlined routine, there are absolutely no difficult or awkward moves to worry about. The handling is smooth, direct and you end completely clean. Plus, it utilizes an inexpensive split ring, as used by Koran himself. You can buy an inexpensive gold-plated wedding band locally and modify in a few minutes with the right tools. What’s more, we’ll show you how one minor adjustment will enable you to display a linked chain without touching the rings to conceal the opening in the key! 9 pages, photo-illustrated PDF (only).



CONJURING TRIX

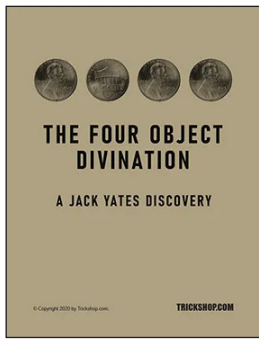
Perform incredible, visual magic with borrowed finger rings, including the Ring On Stick, Ring Off Stick, Ring On String, Ring On Silk and The Flying Ring. In ConjuRING Trix, early FISM Close-up Grand Prix winner, Hans Trixer, gives you his own masterful handling, timing, and misdirection for each effect with every action captured by an outstanding Jack Lamonte illustration—over 30 illustrations in all! This is material you’ll enjoy learning and performing, and none of the effects require any overly complex sleight of hand. In addition to the effects mentioned with borrowed rings, there are also several great routines with the Jardine Ellis Ring. Completely re-typeset with large, high resolution illustrations, so you can print and master this outstanding material. 29 pages.



DIVERSIONS WITH DICE

One of the hits of the 1947 FISM Congress in Paris was an entertaining Dice Act performed by Treborix (Robert Olivaux). This delightfully illustrated, hard-to-find booklet breaks down every aspect of his act, including various manipulations, and then gives you his complete routine with patter. Divided into six chapters. In the first, the author recommends the type of table or table top to use, the kind

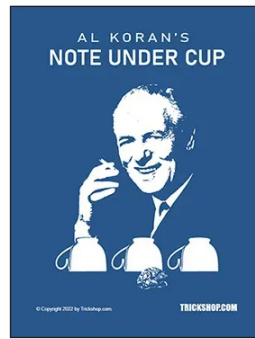
of dice needed, the proper dice cup or dice-box, plus a word or two about exercises. In Chapter 2, he explains three entertaining bits of off-hand juggling. Chapter 3 goes into great detail on picking up and gathering loose dice on the table by means of the cup only. Chapter 4 teaches how to stack dice under an inverted cup. Chapter 5 outlines his exceptional routine, while Chapter 6 describes two tricks. 34 pages with illustrations by Henri Bouyer.



THE FOUR OBJECT DIVINATION

Imagine this for a moment. Four borrowed pennies are placed in a row on a table. The spectator chooses any one. Then, with your back turned, he shifts the pennies around any number of times you like. When he's done, still sight unseen, you tell him to remove a penny at a certain position, then another, and finally a third. Only one penny now remains—the one he chose!

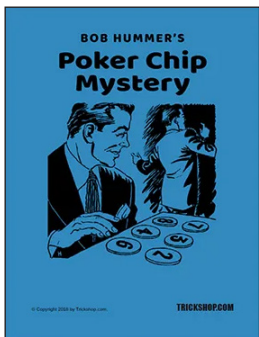
Now get this, you can immediately repeat the effect and even let him choose the number of times he will shift the pennies this time. Inspired by Bob Hummer's Mathematical 3-Card Monte, Jack Yates' Four Object Divination is the perfect mental pocket trick and it works with almost any four small objects, so you can do it at the drop of a hat. Easy to do, but a real baffler. 7-page, illustrated instruction manuscript.



AL KORAN'S NOTE UNDER CUP

Shortly after its release in 1951, Al Koran adapted Bob Hummer's Mathematical Three Card Monte to locate a crumpled up banknote secretly placed under one of three cups, which were then well mixed—all while the performer's back was turned. The reworked presentation delighted and confounded audiences. It was pure genius...pure Koran. By 1952, Harry Stanley's Unique Magic was already marketing the innovative effect. In these new instructions, we break down the handling for the routine Koran performed professionally for many years along with his patter, as well as the shortened version many are familiar with. Plus, we even include the original 1951 instructions for Bob Hummer's monte, published by Frank Werner. Plus, background information, tips, using Starbucks cups, and more. 14 pages, illustrated.

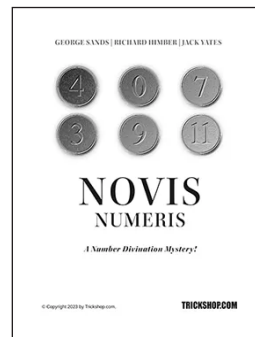
Plus, we even include the original 1951 instructions for Bob Hummer's monte, published by Frank Werner. Plus, background information, tips, using Starbucks cups, and more. 14 pages, illustrated.



POKER CHIP MYSTERY

Here's the original ad copy: That cunning trickster, BOB HUMMER, can be credited with this easy mind reading effect that will really baffle the wisest, including magicians. Six chips bearing the numbers 0 to 10 distributed on their twelve sides, are given for inspection and thorough mixing. A spectator places the chips on the table. The performer turns his back and again the chips are given

a mixing. Now a spectator selects any three of the chips—and the performer announces the total of the numbers on these three chips! Repeat as often as desired, the total being different each time, and the onlookers more puzzled than ever. All done by an easy, unfathomable method that you can do one minute after you get the trick. Our illustrated instructions explain how to make up and perform this terrific Hummer mystery with cardboard discs, squares, or even your business cards! 5 pages.



NOVIS NUMERIS

Novis Numeris is a seemingly impossible close-up number divination you can perform entirely impromptu. In fact, all you require is a pen and a few scraps of paper, blank cards, cardboard discs, etc. Here's the basic effect: 4, 5, 6, or more paper slips are consecutively numbered, using both sides. You turn your back and instruct the spectator to mix these and turn over any ones he likes to arrive at

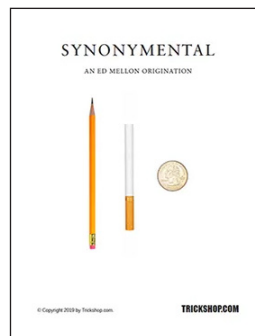
a random total. After some brief byplay, you divine the total! In this new manuscript, we combine handling variations by George Sands, Richard Humber, and Jack Yates, that will enable you to deploy this clever principle to devastating effect. 10-page illustrated PDF.



MARKED THOUGHT

Looking for a close-up mental effect you can perform anytime, anyplace? Bob Mason's seemingly impossible matching effect fits the bill! From a mixed pack, ten cards are dealt face down on a table and a spectator freely marks several with a coin or poker chip. Ten more cards are dealt on top of these—forming ten pairs. When the cards are turned over, only the pairs marked by the spectator match!

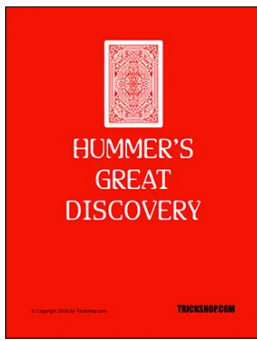
No marked cards. No gaffs. Plus, our new instructions explain how to do it with a standard ESP deck (symbols match) or regular playing cards (with mates of same value and color matching)! Ingenious, just one easy move accomplishes everything. Keep in mind, after the cards are mixed, no one ever sees the faces of the cards until the end of the test. 6 pages with illustrations.



SYNONYMENTAL

A terrific close-up mental mystery you can perform with your own business cards! A packet of 18 cards are shown and on the back of each you've written the name of an object likely to be found on a person or carried in their pocket. Each card is different...there are positively no duplicates! The cards are now dealt face down into three rows of six each. The spectator lays down a pen or

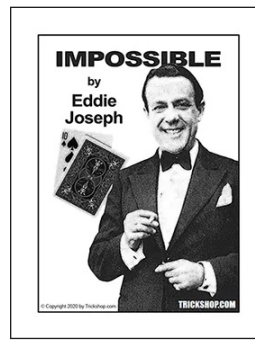
pencil on one of the cards in the first row. When he has done this, the rest of the cards in that row are turned over to show that they are all different and that he could have chosen any one of them. Next, he places a cigarette on a card in the second row. Again, the other cards are shown different. Finally, he places a coin on any card in the third row. There are now three cards face down on the table, each of which has an object lying on it. AS EACH CARD IS TURNED OVER, IT IS SEEN TO BEAR THE NAME OF THE OBJECT THAT THE SPECTATOR PLACED ON IT. No gimmicks, no switches, no sleights. Make up your own set in minutes. We supply the 8-page illustrated instructions



HUMMER'S GREAT DISCOVERY

This completely impromptu card miracle introduced Bob Hummer's genius to the magic world! With your back turned, any spectator takes and mixes any 9 or 10 cards from any pack, discarding balance; he notes one card, replaces on pile, then removes any secret number of cards from top to bottom, hopelessly losing selected card. You offer to find the

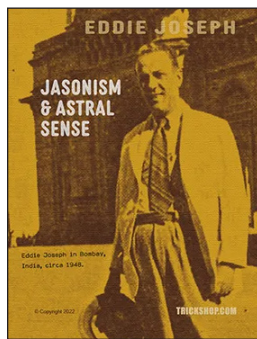
card but then decide to let spectator "do the whole trick." Spectator again removes secret number of cards from top to bottom, then deals off single cards, giving you every other card and placing the alternate ones on bottom of pile. This is continued until but one card remains in spectator's hand—IT IS THE CHOSEN CARD! No sleights, markings, duplicates, or guess work. Works with any cards, even borrowed ones. 4 pages.



IMPOSSIBLE

From a borrowed, shuffled deck that you never touch, two spectators each select a card in a fair manner. The deck is then divided into two halves. One spectator turns up either half face-up and picks it up, and the other spectator takes the face-down half. The cards are now dealt by the spectators into a single pile, one face up and one face down, and so on, until one of the selected cards turns up.

At this point, one more face-down card is dealt on top of it. Now, despite the fact that your audience helpers have been in control every step of the way and even freely shuffled and cut the cards at various stages, the selected cards are now revealed to be face to face—an IMPOSSIBLE Coincidence! No set-up, no forces, no glimpses or key cards, no gimmicks to add or take away, and YOU NEVER TOUCH THE DECK. 5 pages.



JASONISM AND ASTRAL SENSE

A spectator first shuffles any deck, even a borrowed one you have never touched. He then cuts off a portion and hands it to you. You now show the faces of the cards, one by one, counting them as you do so. The spectator is asked to mentally select any card he sees and remember its position, but not to give you any indication when he has done

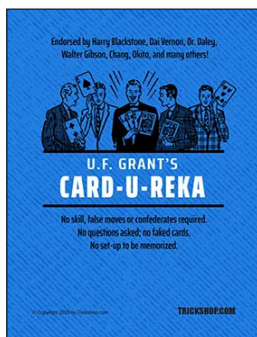
so. When you have shown all of the cards, you hand him the packet, asking him to form a mental image of his card and perform one simple procedure sight unseen. He then names all of the cards he holds. As soon as this is done, you appear to intercept the mental vibration and name his thought of card to everyone's stunned amazement. You may even be blindfolded or have someone cover your eyes during the effect! Plus, Astral Sense (for two selections). 7 pages.



FANTASTIC

An unfathomable Bob Hummer card mystery! The magician being handed a thoroughly shuffled, borrowed deck to accomplish his miracle—a deck he only touches briefly at the beginning and the end of the trick. The rest of the time, he merely directs the action with his back turned, unable to see anything the spectator is doing. During this time, the spectator is given every opportunity

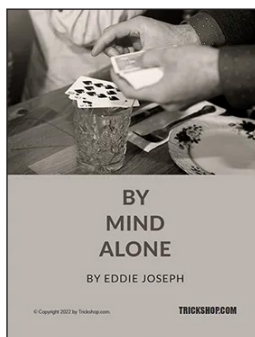
to thwart the magician by secretly removing and hiding cards, repeatedly shuffling, and even moving random numbers of cards from one part of the deck to the another. By the end of the procedure, the magician's task seems insurmountable and yet, despite all of these "self-inflicted" obstacles, the magician prevails and locates the spectator's card. Absolutely no gimmicks, marks, extra cards, sleights, etc. Fantastic is a true reputation-maker. 5 pages.



KARD-U-REKA

A fantastic, sure-fire, self-working U.F. Grant Card Miracle. Two regular packs are used. Spectators select either pack (no force); performer places other pack in his hip pocket. After riffing the cards to show they are all different, the deck is handed to a spectator who draws and retains a card behind his back; then passes the pack to the other helpers, who all do the same. The rest of this

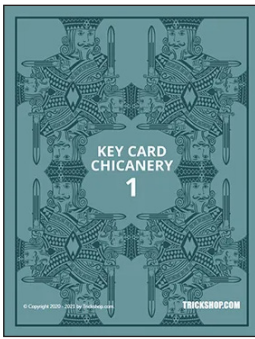
pack is replaced in its case and put in performer's breast pocket. Performer now brings pack from his hip pocket, glances through it and withdraws the same number of cards selected. For the first time, spectators look at the cards they took from their pack. To their amazement, they are matched by the cards the performer holds—every card EXACTLY DUPLICATED. No skill, false moves or confederates required. No questions asked. 6 pages.



BY MIND ALONE

Eddie Joseph's "By Mind Alone" is a mental card feat with a borrowed, shuffled deck that is sure to astound your audiences. You and a spectator each mentally select a card and note its position in the deck. At this point, there is no way for you to know the card the spectator is thinking of, or its location. To further complicate matters, both your selection and his are then buried by a cut. With

both cards hopelessly lost, you now seemingly draw upon your extraordinary mental powers and discern the exact location of each card. But get this, you do so while your back is turned and you cannot see the face of a single card! Oh yeah, we left something out...the spectator has been handling the deck the whole time. Impossible? You bet! Difficult to do? Not a bit. In fact, the effect is completely self working. 4 pages.



KEY CARD CHICANERY 1

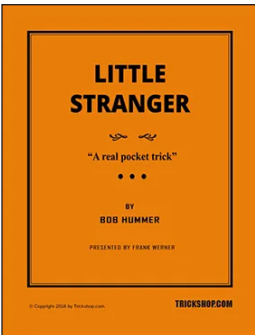
Rediscover one of the most powerful, yet underutilized principles in card magic. In this compilation from Trickshop, we bring you SIX CLEVER FOOLERS with key cards from top cardmen like Curry, Weigle, Thompson, Gravatt, and others—demonstrating their use is far from just a device for beginners. 9 pages. (Vols. 2 & 3 also now available.)



SEEKING PARITY

Eight effects based upon Bob Hummer's devious Parity Principle. "Seeking Parity" includes all of the material from the now scarce Bob Hummer pamphlet, "Face-up, Face-down Mysteries," published in 1946: Hummer's 18-Card Mystery, Hummer's Swindle, The Lonely Card, and The Little Moonies. Plus, Hummerdinger, Facing the Queens, Bob Hummer's Personality Test (a great

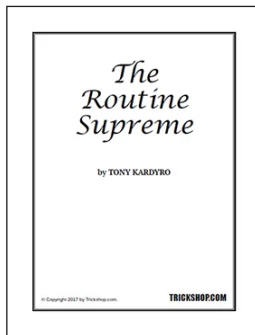
opener), plus you get complete instructions for Oscar Weigle's brilliant Color Scheme—a color-divination effect that's all done in the spectator's own hands including several variations! 14 pages.



LITTLE STRANGER

One of Bob Hummer's best selling releases. Using his own well-shuffled pack, a spectator removes some cards and after separating the red cards from the blacks, he puts an unknown number of cards into various pockets. Keep in mind, this is all done while your back is turned. Upon turning back around, you handle the deck briefly and are able to reveal the number and colors of the

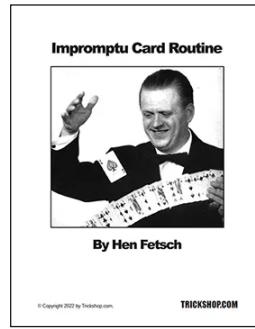
cards the spectator placed in four different pants pockets. Easy to do, but a real fooler. 4 pages.



THE ROUTINE SUPREME

During his lifetime, Tony Kardyro believed his "Routine Supreme" was the best card item he ever created. An entire routine was based upon a subtle, do-it-yourself card gimmick—one you can make up in about a minute. Just add it to any deck and you are ready to perform miracles without sleights...cards are selected and found...selections are found at chosen numbers...multiple selections

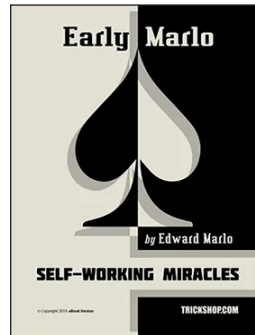
are easily controlled and distributed throughout the deck at the magician's discretion. Plus, you are even free to shuffle the deck at various points throughout the routine, even after cards are chosen. Seven terrific effects that build to a strong climax. We supply Kardyro's complete instructions. 9 pages.



IMPROMPTU CARD ROUTINE

In this 1950s manuscript, Hen Fetsch offers a thoughtfully-constructed, six-phase card routine that can be performed with a borrowed deck. Each effect blends into and sets up the handling for the next. Plus, the entire routine builds from a simple card discovery to a very strong climax with the revelation of four different audience selections.

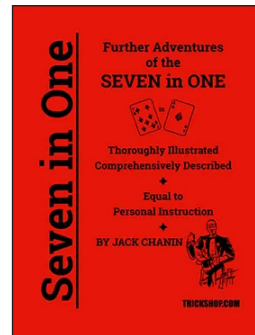
Fetsch created this routine for magicians of all skill levels, so it's easy to do with no sleights. As a bonus, we've also included instructions for Fetsch's Flip Force. 9 pages.



SELF-WORKING MIRACLES

Beginning in the mid-1940s, Ed Marlo released a number of single trick manuscripts with powerful effects that were pretty much self-working. Some were marketed as "Marlo Miracles." We provide you with six favorites. All rely on subtleties and clever arrangements rather than complex sleights. Effects include: ODDITY, THE PERFECT STOP

TRICK, DOUBLE TROUBLE, YOU DO AS I DO, JAB IT, and A SIMPLE ACE ROUTINE. 21 pages, illustrated.



FURTHER ADVENTURES OF THE SEVEN IN ONE CARD ROUTINE

Master manipulator Jack Chanin's multi-phase card routine where a spectator's card is repeatedly discovered in various ways from a shuffled pack, including while genuinely blindfolded! A subtle locator card prepared on the fly does all the work! 14 pages, illustrated.



MASTER SPELLER

A virtual miracle with a borrowed deck you can perform the next time someone shoves their badly worn pack in your face! The spectator shuffles the cards and hands you the pack. At this point, you deal out four hands of five, face-down cards each, as if for a game of poker. You ask the spectator to pick up any one of the hands, even allowing him to change his mind as much as he likes.

Once he settles on a packet, he is asked to choose any one of the cards. You do not influence his choice, nor do you glimpse the card. Even so, after it is returned to the pack and named by the spectator, you immediately spell it out and there it is! Completely self-working and 100% foolproof. 6 pages.



SI STEBBINS UNPLUGGED

Unleash the potential of the Si Stebbins stack. Whatever your current skill level—newcomer, intermediate or expert—Si Stebbins Unplugged will show you how to add this powerful card magic weapon to your own arsenal. Clearly-written explanations and over 50 photographs detail every aspect of the system—from basic handling to innovative concepts and techniques designed to elevate your work into the miracle class. All this, plus 16 entertaining effects. This is a must-have resource for every magician and mentalist who performs with a deck of cards. Top-rated Five Stars by Duncan Trillo’s MagicWeek.com. 52 pages.

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THE BOB MASON O-2-MATICA STACK

Introducing your new secret weapon... Bob Mason’s ingenious O-2-MATICA CARD SYSTEM—a stack that’s almost as easy to use as Si Stebbins, but far more deceptive. In this new toolkit we detail 10 knockout effects with Mason’s stack, as well as how to work forward and backward in the system including handling tips and shortcuts, offer some background information on the fascinating history of the set-up, and even give you new ready-to-print color and B&W charts that put the Mason stack at your fingertips, whether you prefer to use a CHaSeD or a SHoCkED suit sequence. 30 pages, illustrated.

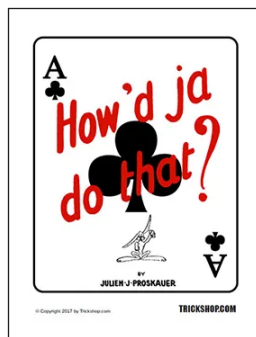
background information on the fascinating history of the set-up, and even give you new ready-to-print color and B&W charts that put the Mason stack at your fingertips, whether you prefer to use a CHaSeD or a SHoCkED suit sequence. 30 pages, illustrated.



THE PAUL FOX MIRACLE GIMMICK

Secretly discover the identity of cards “thought of” by one or more spectators. Perform absolute mind reading miracles with a deck of cards. For years, this was Paul Fox’s best kept secret. A small gimmick that allowed him to ascertain the identity of cards merely thought of by one or more spectators. Please note, nothing, except the deck, is ever seen by

the spectators. The deck may be handled with perfect freedom—nothing is concealed on the fingers or in the hands. There are no duplicate cards, no false shuffling and no memory system or mathematical formulas employed. The gimmick does everything except whisper the names of the chosen cards in your ear. No sleight of hand is required. Complete with ready-to-print artwork for the gimmick, which fits any size deck. Illustrated, 10-page instructions.



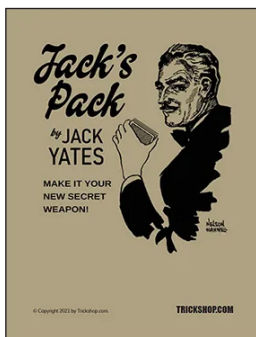
HOW'D JA DO THAT?

After watching Julien Proskauer repeatedly fool a room of magicians with his card magic, Max Holden urged him to write this book. What made that request somewhat unusual was that Proskauer wasn’t a sleight of hand man, nor did he utilize any esoteric subtleties. In fact, every card trick he performed that evening, or ever, was based upon the Si Stebbins system. Proskauer’s strength

was his ability to “sell” each effect along with deck switches, false shuffles and cuts, and other techniques. In this book, Proskauer explains all of his effects and methods along with his personal thinking and insights into working with an arranged pack. Plus, there’s an extensive appendix that covers several other early arrangements, including Si Stebbins variations by Dr. James Elliott and Houdini, Ernest Hammond, and more. 54 pages.

SI STEBBINS LEGACY

In this important 1935 manuscript, Si Stebbins (William Coffren) details the special set-up he used in his own performances, which is different than the one magicians know as the Si Stebbins System. He also provides over a dozen of his pet effects with it. Plus, two bonus effects by Julien Proskauer. 21 pages.



JACK’S PACK

Originally devised by Jack Yates for another mentalist, Jack’s Pack enables you to quickly determine the precise position of ANY CARD NAMED. Or, the identity of the card located at any position in the deck. Imagine the possibilities! No mental gymnastics, mnemonics or multiple outs, just a diabolical arrangement and some easy math. And yes, you can show the faces of the cards without

fear of detection. Works with any regular 52-card pack. Sets up in minutes. 6 pages.



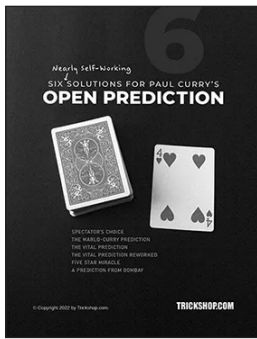
S6 – SIX SI STEBBINS STUNNERS

S6 brings together for the first time six mind boggling Si Stebbins system card effects from Wright, Curry, Rutledge, Allerton and Mason. Effects include: Triple Revelation, Double Surprise, Uniform Power of Thought, Seemingly Impossible, Think of a Card, and Sympatico. No complex sleights, just killer presentations that deploy the Si Stebbins set-up

to devastating effect. Many of the individual effects alone are worth far more than the cost of this PDF. 6 pages.

THE NIKOLA CARD SYSTEM

Louis Nikola’s original booklet (not a condensed overview) on his famous card system. This powerful set-up enables you to memorize the position of every card in the deck—making a range of incredible effects possible. Nikola’s comprehensive mnemonic system and key-word associations are fully explained. 34 pages.



OPEN PREDICTION – SIX SOLUTIONS

Six nearly self-working methods for performing Paul Curry's Open Prediction or a reasonable facsimile thereof. The methods are all quite easy to execute, although they may require some preparation, a set up or move, or even other stuff. Material includes: two Francis Haxton handlings—one with a single deck and one with two, Bill Simon's clever

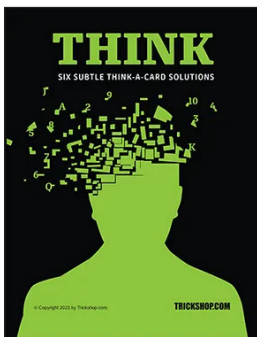
solution along with our own sleight-free version of it, Al Koran's Five Star Miracle as performed for large audiences as well as on television (including instructions on how to make up the Koran 1-0-1 Deck), and finally, our own direct two-deck solution that we think comes as close as any to "resolving Paul Curry's card problem." Plus, we provide some background on the early history of the effect as well as a snippet on each handling. 24 pages, photo-illustrated.



PHANTINI'S ACAAN – ANY CARD AT ANY NUMBER

With the assistance of his friend Barrie Richardson, Gene "Phantini" Grant began performing "ACAAN," Any Card at Any Number, in the 1980s. In this new manuscript, we break down the handling for this mental card miracle, step-by-step, along with Phantini's original instructions. In addition, we offer Jack Yates' easy-to-master set-up as a new

option to get you up and running soon after you learn it. This is one of the most direct and powerful ACAAN solutions ever devised and uses only a single deck which is in full view from the start. Set up takes just minutes with any full deck. 16 pages with photos.



THINK – SIX THINK-A-CARD SOLUTIONS

Six subtle think-a-card solutions compiled from other books we publish. All are 100% workable with no sleights, although they may call for a set-up, key card, or other minor subterfuge. Material includes Paul Curry's Think of a Card (S6 – Six Si Stebbins Stunners), James Reneaux's A Mental Mystery with Cards (James Reneaux Lecture Notes),

Bert Allerton's Think-a-Card Mindreading Trick (The Disarming Card Deceptions of Bert Allerton), J.G. Thompson's Tangible Intangible (The Clever and Thompson Manuscripts 1 – 5), Ed Marlo's Streamlined Discernment (Amazing, Isn't It?), and Howard Albright's Perfect Card Divination (Super-Psychic Mental Effects). 11 pages.

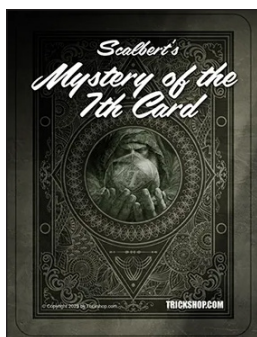
FANTASTIC MAGIC

Bob Mason's booklet, first published in the 1970s, offers nine clever mental effects with cards. These include Predictions, Divinations, a double Key Card Location, and more. Plus, two special shuffles that Mason used extensively in his ESP act, as well as his brilliant O-2-MATICA stack—originally developed for a marketed trick deck. 25 pages.



THE BUDDHA WHISPERS

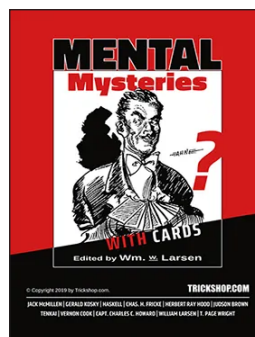
Joseph Ovette's self-working "THINK-A-CARD" effect! Fifty-two cards are shuffled and spectator thinks of any card in pack. After some minor byplay, Buddha "whispers" card to performer, which he correctly names! We supply Ovette's original routine along with U. F. Grant's clever variation based upon a gambling theme. Baffling, yet easy to do. 8 pages.



SCALBERT'S MYSTERY OF THE 7TH CARD

Scalbert's "Mystery of the 7th Card" is without a doubt the nearest thing to genuine mindreading you'll ever find. Your partner or assistant instructs the subject by phone, or from the next room, to thoroughly shuffle his own deck and then deal ANY 7 cards face down on the table. She asks him to select one of these by turning it up, and then call

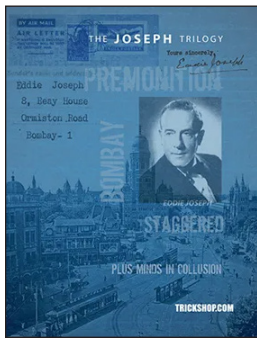
out the names of the other six cards as you show them to him. She immediately announces the chosen card! No forces or set-ups, no pumping, nothing is written down, nor do you say a word, make a sound, or interfere. The Mystery of the 7th Card is just as baffling today, as when the Scalberts first released it back in 1944! This one fools laymen and magicians alike. Plus, we supply ready-to-print materials, including artwork for Scalbert's original system, which was supplied with the marketed version. 18-page, new illustrated instructions.



MENTAL MYSTERIES WITH CARDS

Over 20 terrific mental mysteries with cards by 11 contributors. First published in the early 1940s by Chicago magic publisher, NELMAR. Effects include: MIND MIRROR by Jack McMillen, TATTLE-TALE CARD by Gerald Kosky, PSYCHIC TAPPING by Haskell, WITH CONGRESS CARDS by Chas. W. Fricke, NTH SENSE by Jack McMillen,

MENTALIST TEST WITH CARDS by Herbert Hood, ASTRAL VISION by Jack McMillen, DEAL DETECTION by Judson Brown, LIKE FATHER, LIKE SON by Judson Brown, MENTAL CARD EFFECT by Tenkai, MENTAL CONTROL by Vernon Cook, CARD TELEPATHY by Capt. Chas. C. Howard, LARSEN & WRIGHT MENTAL EFFECTS WITH CARDS. Need we mention the principles, and dynamic entertainment encased in this series? Instruction on mindreading with cards and several masterpieces, are equal to, (or probably better than) any high-priced exclusive manuscript. Newly re-compiled and re-typeset. 42 pages.



THE JOSEPH TRILOGY

Get our concise, easy-to-follow instructions for three of the most powerful mental card effects ever conceived, plus a bonus effect, in this convenient, single volume. 31 pages.

THE ORIGINAL PREMONITION

A spectator's "thought of" card is the only one missing from the deck when he counts the cards. ANYONE in the audience is asked to name ANY card. The person naming the card is asked to come forward and pick up the deck of cards on your table. This person now removes the deck from its case and deals out every card in the pack but fails to find the one he named. He is now told to count the cards and finds only 51. ONE CARD IS MISSING AND THE MISSING CARD IS THE ONE JUST NAMED ALOUD. The magician reaches into his pocket and without the slightest delay brings out the very card named by the spectator.

BOMBAY
You begin by offering the spectator a choice of two decks—one red and one blue. One deck is placed in his pocket and the other is removed from its case. The spectator now selects a card in the fairest manner possible. Without looking at his card or showing you, he places it face down on the table. You now have him remove the other deck—the one he placed in his pocket earlier—and spread the cards face up on the table. There is one card and one card only reversed in the middle of the spread. He turns the reversed card face up and then does the same with the card selected moments earlier from the other deck. Both cards match!

BOMBAY

STAGGERED
You introduce two decks—one red, one blue, along with an envelope containing your prediction card. A spectator now freely chooses a card from one of the decks and turns it face up. He then deals a face up card from each deck and continues this process until the card he chose turns up in the other deck. At this point he stops dealing and opens the envelope with your prediction—the card inside matches the one paired with his card.

STAGGERED

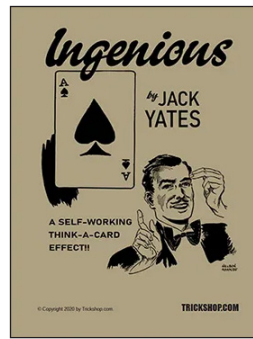
MINDS IN COLLUSION
The magician tosses out an encased pack of cards on the table. From then on he neither sees nor touches the cards at all. Each of four spectators is asked to take out a card and conceal it out of sight. Without asking a single question or fishing for any information, the magician is able to name the four cards. This is an absolutely fool-proof presentation.

MINDS IN COLLUSION

SUPREME MENTAL DISCERNMENT
The trick that made Ralph Hull famous! Spectator shuffles the deck and is requested to mentally think of any card. He does not write it down—just remembers it. Performer asks no questions but runs through the cards without looking at the faces and picks out the one spectator mentally thought of. As close to real mind reading as it is possible to get. Hull's subtle methodology is ingenious. No sleights. 13 pages.

SUPREME MENTAL DISCERNMENT

INGENIOUS
The British magician and mentalist, Jack Yates, developed this ingenious, self-working mental card feat in the mid-1950s—marketing it as "Ingenio." Both the handling and effect are straightforward, and do not require the spectator to take a card, return it, etc. Instead, a spectator is asked to merely think of any card in the deck. While he is doing this, you riffle shuffle the deck, which may be borrowed, several times. The spectator then follows some brief instructions you provide, while your back is turned. At the conclusion, you take back the deck and dramatically reveal the card he has in mind. 5 pages.



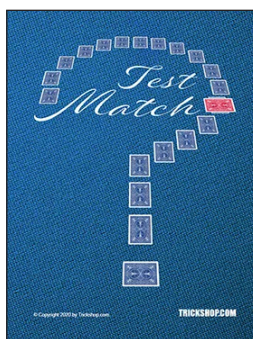
INGENIOUS

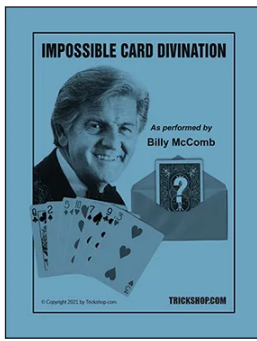
LINE-UP
A genuine mental card miracle with a borrowed pack of cards. After a spectator the deck and removes a dozen or so cards, a number of spectators (up to the amount of cards) each select and remove a card from the packet. These are gathered up along with any unchosen cards in the packet and returned to you. Without looking at the packet, you shuffle it a couple of times. You then take the first card in hand and without looking at it, run your finger underneath it, apparently "feeling for vibrations." This card is now either rejected and tossed away, or handed to one of the participants—who confirms it is their card. This process is repeated until all but one of the selections have been successfully returned and the rejected cards litter the table or floor. As you begin to prematurely take your bow, a chorus from the audience bellows out that you that you forgot someone. You now turn to this person and after a moment of concentration, slowly describe the card they chose—a fitting climax to this sensational mental demonstration.

LINE-UP

TEST MATCH
It's hard to beat Fred Lowe's amazing, yet self-working mental test with two decks of cards—one red, one blue. A spectator selects a card from the red deck and adds it to the bottom of a portion of cards he freely cuts from the blue pack. These are then dealt singly onto other blue cards forming question mark pattern—the spectator ending with his chosen red card. You now show the cards he might have landed on, had he cut off more or less cards, until only the red and blue pair remains. The spectator turns these two cards over and discovers they are A PERFECT MATCH! Yes, both decks are shuffled. No, there are no sleights or gaffs required. Use any two contrasting color back decks. A single deck version is also explained. Once you know the secret, the effect virtually works itself! 5 pages, illustrated.

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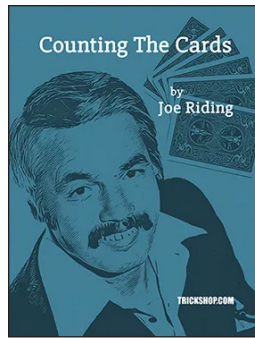




IMPOSSIBLE CARD DIVINATION

This knockout mental card effect was part of Billy McComb's cruise ship repertoire! You introduce a brand new pack of cards, handing it to a spectator to break the seal and thoroughly shuffle. Afterward, you bestow another spectator with a sealed envelope to inspect and place in their pocket. Getting more of the audience involved, you now select

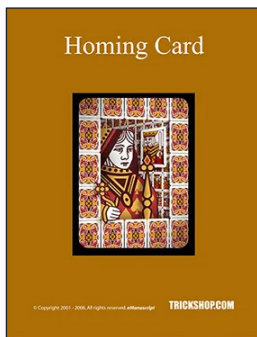
a third spectator to deal seven cards from the shuffled pack onto the hand of a person seated nearby. This person now looks at the faces of the dealt cards. You ask him to scan the cards he sees, explaining one will stand out to him. Standing back, you concentrate for a moment and then snap your fingers, naming the card. The spectator confirms you are correct and discards the card. Again, you name a card, and again he corroborates your statement and removes it. This is repeated in quick succession until only a single card remains. You now ask the person holding the envelope to open it and remove the card inside. It matches the spectator's final card but has a different color back! You take both cards and hold them up triumphantly cuing well-deserved applause! 7 pages with photo illustrations.



COUNTING THE CARDS

Counting the Cards was one of Joe Riding's signature stand-up magic routines and one of his most requested effects. After bringing up two members of the audience, Riding would have one of them openly count out six cards onto the hand of the other. The comedy and priceless interaction with his helpers followed when the cards were re-counted and Riding "discovered" there were

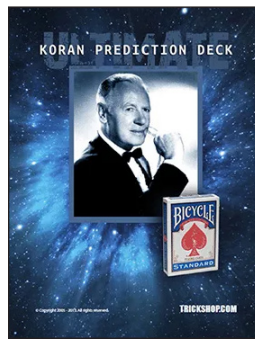
actually seven cards. He promptly discarded the extra card only to have it turn up again and again. The hilarity of the situation grew with each repetition. Following a steady flow of one liners and other bits of business, Riding was ultimately left with a single card. Looking at it, he informed the audience that making this lone card disappear was the hardest part of the trick since everyone was watching closely now, and then, he proceeded to do just that! The trick primarily uses the Buckle and Biddle Counts; neither is difficult to do and both are explained in these updated instructions. 10 pages.



HOMING CARD

We give you Fred Kaps general presentation along with a streamlined handling, where just two fairly easy moves accomplish everything. In case you're not familiar with the effect, here it is: The performer humbly explains he has "always envied magicians who can manipulate 52 cards," and so he's been practicing and is "already up to five cards!" He shows these—four of the

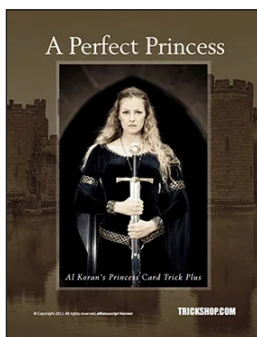
cards are spot cards and the fifth is a Queen of the opposite color. The performer discards the court card, only to have it reappear in the packet. As the routine progresses, the performer becomes increasingly perplexed by his inability to discard the Queen. This is repeated until the performer is left with a single card, which changes from a spot card into the elusive Queen a moment later. No special, gaffed cards are required (only regular playing cards are used). 9 pages.



KORAN PREDICTION DECK (MIRACLE PACK)

This deck was one of the features of Koran's world renowned act and baffled audiences for years. A deck of cards is openly fanned in front of a spectator to show the cards are different. The spectator is given the pack to thoroughly shuffle and cut. He or she is then asked to look at the top card, memorize it, and return the cards to their case. Or, if you

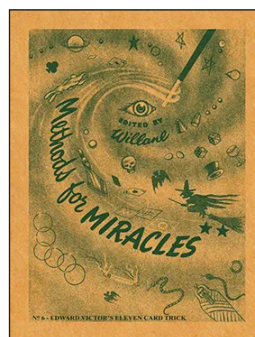
prefer, just fan the cards and have a person think of any one he sees. A second spectator now attempts to read the first spectator's mind and name the card. After that spectator fails, you uncannily reveal the card the spectator has in mind! Our streamlined set-up and presentation eliminates any pitfalls. 11 pages.



KORAN'S PERFECT PRINCESS

Al Koran's version of the Princess Card Trick literally stuns audiences—an effect where under seemingly impossible conditions, the mentalist reveals not just one thought of card...but TEN with uncanny accuracy! More than a mere card trick, Koran's Princess Card Trick is a sophisticated, feature mindreading feat with cards that gets the audience

involved and holds them spellbound until the very end.



ELEVEN CARD TRICK

The services of a spectator are requested, and he is jokingly asked if he can count. After replying in the affirmative, the helper is given a deck to shuffle and told to count eleven cards onto the performer's open hand so he can show everyone his wonderful trick with eleven cards. The laughs build as the performer repeatedly demonstrates that the helper has mis-counted and

given him the wrong number of cards. When the performer finally has eleven cards, he hands the packet to the spectator—telling him to deal six cards onto his left hand and five onto his right. The spectator deals the first six, only to discover he now has just four left. At his wits' end, the performer abandons the trick! The routine is based primarily on one sleight—an easy-to-acquire, yet convincing false count Willane developed especially for this routine. 9 pages.



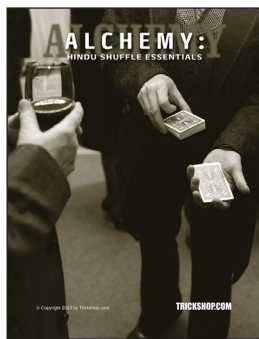
DECEPTIVE CARD FORCES

Card forces are the workhorses of most magicians' repertoires. So we believe it's impossible to know too many really good ones. In this new, photographically-illustrated guide we provide easy-to-follow instructions for 16 powerful forces—from semi-automatic and classic ones to truly innovative and clever forcing techniques we've uncovered in the magic literature that are sure to delight

you. Plus, as a special bonus, we've thrown in three knockout effects from Stewart James, Clayton Rawson and Bob Ostin—all utilize a different, easy-to-do force and culminate in a startling revelation that will leave your audience scratching their heads.. 21 pages, over two dozen crystal clear photos.

SLEIGHT INTENDED

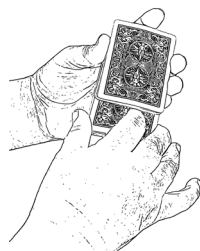
A collection of the easiest and most effective card sleights, as researched, tested and compiled by J.G. Thompson, Jr., over a period spanning more than 50 years. Innovative moves and methods by top cardmen, like Dai Vernon, Paul Curry, Dr. Jacob Daley, Bob Veaser, Ed Marlo, Carmen D'Amico, Lin J. Searles, Bill Simon, Bro. John Hamman, J. K. Hartman, Elmer Biddle, J.B. Bobo, Fred Braue, Bob Ostin, Joseph Ovette, Verne Chesbro, Bruce Cervon, Nate Leipzig, Paul LePaul, Ted Annemann, and many others. Seven chapters cover a range of sleights and moves, including: Shuffles and Cuts, Peeks and Keys, Controls, Exchanges, Packet Switches and False Counts, Forces, and Reverses and Palms. An extremely useful reference whatever your skill level. Everything is explained in detail with over 70 clear, professional quality B&W photos. 71 pages.



ALCHEMY: HINDU SHUFFLE ESSENTIALS

Nearly 100 years has passed since Ted Annemann first discovered the Hindu shuffle in a New York City magic shop on West 42nd Street. In this important new compilation, we've scoured the literature to bring you two dozen essential, yet easy-to-adopt techniques, variations, and ideas for this versatile, yet too-often underutilized card magic

toolset. Imagine easily controlling three cards to the top of the deck with a single shuffle or giving the deck a convincing false shuffle that retains a 52-card stack? These are just two of the invaluable Hindu shuffle techniques you'll learn in our brand new, illustrated guide. Plus, you'll discover deceptive forcing techniques beyond the basic one most magicians already know, ways to bring selected cards to the top, bottom and other positions, clever key card locations, and other false shuffles. The real magic or "alchemy" of the Hindu shuffle is that it seamlessly blends with other card magic moves and sleights to enhance presentations and extend capabilities. 15 pages.



KAPS ON CARDS WITH VIDEO ACCESS

This package includes Fred Kaps printed lecture supplement, "KAPS ON CARDS," in PDF format along with streaming access to a video copy of Kaps' companion instructional film, "EXPERT CARD MANIPULATION." Fred Kaps teaches 16 different card moves, including: Moves: A Flourish and a Pass, Square-Up Pass, Lap Dissolve, Shuffle Turnover, Snap-Out

False Cut, Spin Flourish False Cut, Crimped Packet False Cut, Swivel Palm, Hugard Top Palm, Goblet Reach Palm, Bottom Glimpse, Snap Change ("Single" Card), Snap Change (On Face of Deck), Fadeaway Card Change, Aces Up, and Cutting to Aces. Intermediate to advanced skills recommended. 6-page PDF plus video access.



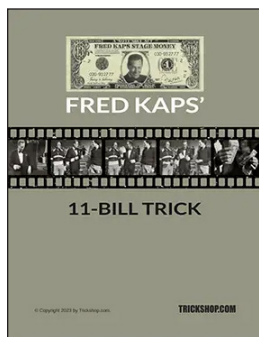
HANDBOOK OF CARD SLEIGHTS

Hands down, one of the best little references on essential card sleights! Rather than just describing the basic mechanics, Al Leech strives to really "teach" you how to execute each move smoothly and correctly, including helpful handling "dos and don'ts," angles to watch, etc. As a student of Ed Marlo, and confidante of other card magic icons, like Dai

Vernon, Bill Simon, and Paul Rosini, Leech knows of what he expounds! Sleights include: CONTROLS—Triple Cut, Simplified Pass, THE CRIMP—Spread Crimp, Age Old Card Control, PASSES—Standard Pass, Turnover Pass (Hermann), THE PALM—Top Palm, One-Hand Palm, Multiple Palm, Diagonal Palm, Bottom Palm, THE REPLACEMENT, CHANGES—Top Change, Bottom Change, Double Lift, Glide, Drop Switch, FORCING—Classical Force, Hindu Shuffle Force, FALSE COUNTS—Over Count and Buckle Count, FALSE SHUFFLES—Erdnase Top Stock Shuffle, Strip-Out Shuffle, CUTS—Charlier, Simple False Cut, Slip Cut, Double Cut, REVERSES—With Double Lift and Another Method, ADDITIONS—Marlo's Secret Card Add and Another Method, THE COLOR CHANGE—Side Steal (Bottom), FROM THE CENTER—Side Steal (Center), THE MULTIPLE SHIFT, THE BIDDLE SLEIGHT, THE PEEK, THE SECOND DEAL, THE MEXICAN TURN-OVER, and THE KELLY BOTTOM PLACEMENT. Finally, Leech advises which sleights he considers the most useful and which ones are less important, or difficult to acquire, or do without detection. A handy guide even for the experienced card worker. 30 pages, illustrated.

SIDE STEAL

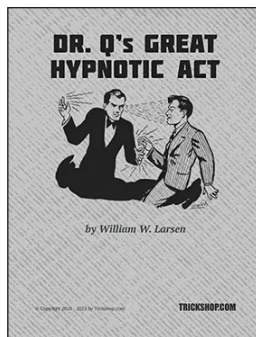
Marlo's comprehensive, revolutionary card technique treatise on the Side Steal covers 36 possibilities and variations of one of magic's most powerful card control sleights. Material explained includes: The Standard Steal, Technical Steal, Deliberate Side Steal, Bold Steal, Multiple Holdout, Left Hand Side Steal, Right Hand Steal, Color Steal, Clip Steal, Insertion Steals, Diagonal Steal, Cover Ups, plus various effects and more. New, easier to read typesetting and cleaner layout, 100 Charles Aste, Jr. illustrations. 56 pages.



FRED KAPS' 11-BILL TRICK

In this new manuscript, we break down Fred Kaps' brilliant handling for the eleven bill trick, based upon Edward Victor's famous card effect. These instructions provide new photos and explanations that detail every important aspect of the routine, including preparation of the bills, Kaps' special count, presentation, and patter. This manuscript will put you on the fast track to master-

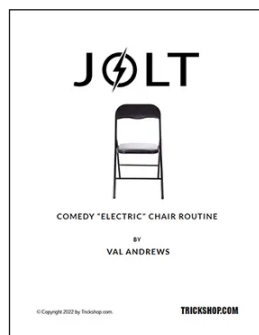
ing this baffling and highly entertaining routine as crafted by one of the art's true masters. 12 pages, photo-illustrated.



DR. Q'S GREAT HYPNOTIC ACT

Used by many top pros over the years, this outstanding pseudo hypnotic act utilizes cold cueing to encourage subjects on stage to follow your commands without genuine hypnosis. Even so, your audience will credit you with amazing hypnotic powers and talk about this routine long after your show is over. After putting your subjects from the audience

into a "trance," you clap your hands and one of them falls down. You help him up and another one falls. Then, another helper's hand sticks to the floor, while still another cannot close his mouth. These hilarious escapades go on for a period with the laughter steadily building as the act progresses. For a climax, you clap your hands one final time and all of your hypnotic subjects fall helplessly into a pile on the floor! This PDF covers everything you need to know to successfully present this highly entertaining and thoroughly baffling routine. 9 pages.



JOLT - COMEDY ELECTRIC CHAIR ROUTINE

As featured by the famous Italian illusionist, Chefalo, Maurice Fogel, Paul Daniels, Marvyn Roy, and even David Devant! Two spectators are invited onto the stage or night club floor to assist. They are seated on metal folding chairs, one on each side of the performer. While the performer is talking about the effect that he is going to present, one specta-

tor jumps up from his chair as if it were electrified! He sits down again, only to jump up again after a few seconds have elapsed. The fact that there is nothing wrong with his chair is pointed out and demonstrated, and the man is given the chance to change places with the other spectator. They do so, yet again within a few seconds, the man leaps from his chair! Seemingly tiring of all this, the performer again examines the chair, and even sits on it himself. The jumpy spectator gingerly sits down again and for the moment all seems well. Then, the other spectator suddenly leaps up! A steel rod is now introduced and one spectator is invited to hold it. He drops it as if it were red hot. It is handed to the other with similar result. The final "shock" occurs when the magician touches a metal plate (on the floor) with the rod and BOTH spectators leap into the air! Before returning to their places in the audience, they are "handed back" their wallets, comb, pen, etc.! 8 pages.

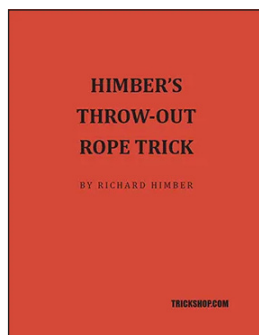
BOHLENO'S MYSTERIES

Five award-winning, performance-proven effects: The Impossible (One-Man) Floating Handkerchief, Master Silk Through Ropes (or Microphone Stand!), Triple Ring-Silk Penetration, Multi-Cut Paper Strip, and The Devil's Own Knife-Cut Ribbon. Strong, visual magic with superb, 100% practical methods. Well written and illustrated. 13 pages.



CUT AND RESTORED NECKTIE METHODS

Over a dozen practical, time-tested methods for the classic Cut and Restored Necktie—one of the rare tricks in magic that is almost guaranteed to engage and entertain virtually any audience. You know the effect, a volunteer from the audience is brought up on stage to help out with a trick and ends up with you cutting his tie in half. There are plenty of laughs along the way with the man's tie completely restored in the end. 10 pages.



HIMBER'S THROW-OUT ROPE TRICK

Ideal for the stand-up worker! Richard Himer was a perfectionist who insisted on the simplest, cleanest handling of any effect. His cut and restored rope effect is a typical example. A six foot piece of rope is openly knotted, then cut. The two resulting pieces are seen to be knotted and cut again, apparently into four lengths. Then the rope is given

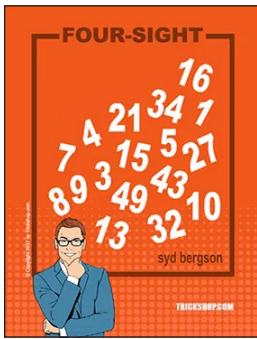
a yank and the knots fly off the rope revealing a neatly restored rope which can be used for other effects or thrown into the audience. It's clean, fast, entertaining magic. Perform it impromptu with any rope, no gimmicks. 13 pages, illustrated.



PERFORMING FLEAS

George Tollerton's priceless comedy routine. It begins: "Ladies and Gentlemen, I have something most unusual to offer you now. For some time past I have felt the necessity of introducing a novel feature into my programme, something which would improve my act and make me known as undoubtedly the most up-to-date Magician in this part of the world." "Let

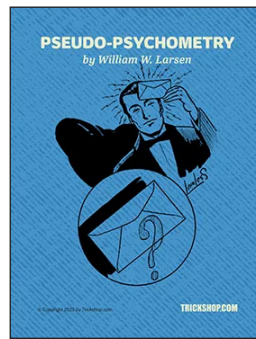
me introduce my Performing Fleas." The audience quickly gets to know Henry and Bertha, your performing fleas, as the fun ensues. Suitable for any occasion, this routine will fit just about any place in your program. 5 pages.



FOUR-SIGHT

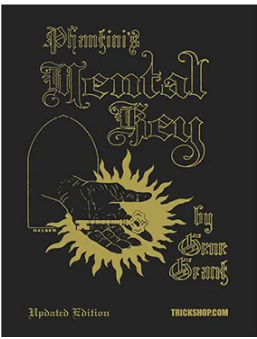
Syd Bergson's "Four-Sight" lets you perform an ultra-clean add-a-number effect in the manner expected of a real mentalist. It uses nothing more than 50 index cards, fairly numbered from 1 - 50, a plain piece of white cardboard (for addition), and a marker. That's it! After the cards are shuffled, each of four participants take four number cards, which they are free to mix. The numbers are

then called out, added up, and they match your prediction which has been in full view throughout and or held by a spectator. Complete instructions along with ready-to-print artwork. 18 pages



PSEUDO-PSYCHOMETRY

William Larsen considered Annemann's Pseudo-Psychometry to be the single greatest effect in magic. In this new compilation, we are pleased to bring you two exceptional William Larsen Pseudo-Psychometry presentations—The Zenith Mental Act he performed at clubs, lodges, resorts, and private parties, and the Pseudo-Psychometry Lecture with Readings he usually reserved for social club engagements but can be performed for any type of audience. This PDF covers everything you need to know and includes Annemann's original instructions, and more. 16 pages.



PHANTINI'S MENTAL KEY

First published in 1956 by Ed Mellon, Phantini's Mental Key remains one of the most sought after publications in mentalism today. That's why, we are pleased to bring you an updated edition of this important work. Highlights include: Phantiniism, A Mind and a Magazine, Incredible Insight, Miracrypto Advanced, Psychorama, Divino, Miracelimination, and much more. Note, we've eliminated

the outdated section on Ed Mellon's Instru-Mental gimmick and replaced it with Grant's handling for several mental card classics along with instructions for his Delusion Deck. 28 pages, re-typeset.



BRILLIANT DIY BOOK TESTS - I & II

Perform powerful book tests with best-selling books and paperbacks, trendy magazines, local phone books or directories, and even the latest pocket dictionaries with ease. If you thought you had to spend hundreds of dollars to get a great, nearly self-working book test, think again. We bring you more than a dozen proven solutions from

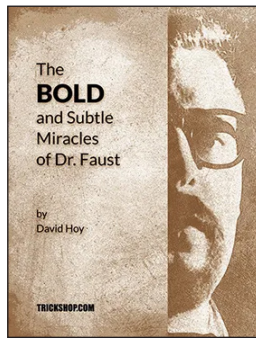
such luminaries as Al Koran, David Hoy, William Larsen, Paul Curry, Dr. Jaks, Sid Lorraine, Richard Himber, U.F. Grant, Orville Meyer, Jack Dean and others! 26 pages, illustrated.



I'LL READ YOUR MIND

15 entertaining mentalism tests from the famous Danish magician and mentalist, Aage Darling. Material includes a book test, two pseudo-psychometry routines, a telephone card divination, ESP symbol and playing card predictions, a geometric design duplication feat, a "pin up girl" test that will provide some welcome comic relief after a series of more serious mentalism tests,

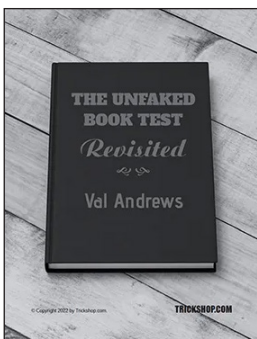
and more. All tests use simple, direct methods. 41 pages, illustrated.



THE BOLD AND SUBTLE MIRACLES OF DR. FAUST

Many of the brilliant mentalism effects that made David Hoy famous are in this noteworthy 1963 booklet. Material includes: The Tossed Out Deck, The Bold Book Test, Pocket Book Miracle, his clever Billet/Dollar Bill Switcher, and more. Ten items in all, plus a brief bio, Hoy's 10-point "bold approach" to mentalism and entertaining modern audiences, as

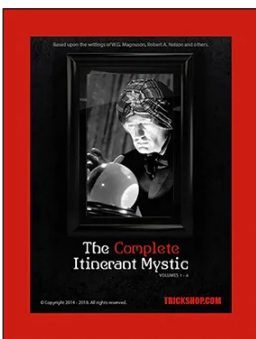
well as publicity photos. 27 pages.



THE UNFAKED BOOK TEST REVISITED

One of the simplest and most direct book tests you can perform...The Unfaked Book Test, originated by Val Andrews. The closely-guarded secret of a handful of professionals for over 30 years, we explain Andrews' original handling along with options that make it even easier to perform. Works with a regular newsstand paperback or hardcover that is

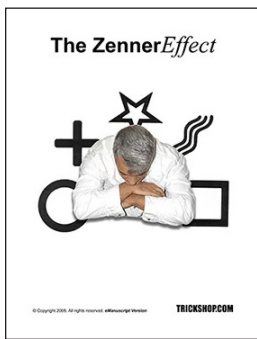
completely free of any preparation. 12 pages, photo-illustrated.



THE COMPLETE ITINERANT MYSTIC

Uncover lost secrets from mentalism's past. The Itinerant Mystic is our breakthrough series on the traveling mediums and psychic readers who went from city to city plying their trade in the last century. In addition to revealing how these mystics set up shop and promoted their business, learn the closely-guarded methods behind their readings and

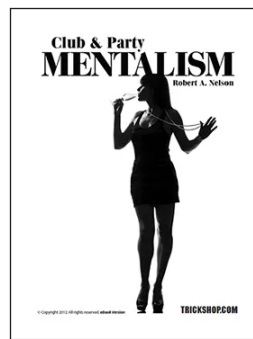
other effects—information you can use in your own work. 67 pages.



THE ZENNER EFFECT

Killer mentalism made easy. Based upon David Britland's "Zennerism," The Zenner Effect offers you the cleanest and easiest to perform handling for this devastating mentalism effect to date. You and a spectator each begin with a standard set of five different ESP symbol cards—Circle, Cross, Wavy Lines, Square and Star. The spectator pockets one of her cards and then, one by one, attempts

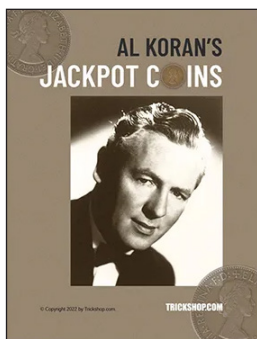
to match each card you lay face down on the table by placing one of her own symbol cards face up on top of it. When the cards are finally flipped over—the symbols of every pair match exactly, including your last card and the spectator's pocketed card. The odds against such an outcome? 120 to one! Even so, The Zenner Effect works perfectly every time. Works with cards from any standard ESP deck or perform with regular playing cards. 19 pages.



CLUB AND PARTY MENTALISM

Nelson shows you how to select and routine the most effective material for maximum audience impact and use the audience intimacy to convince them you really can read their minds. There's no need to invest countless hours into trial and error testing, Nelson gives you a proven framework you can use to build your own skillset and act; as well as

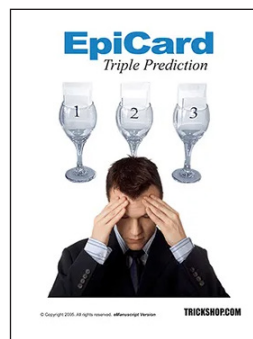
reputation in the field. Anyone who performs mentalism for small groups or other gatherings, professionally or otherwise, will benefit. In addition to covering the best mentalism effects, Nelson also takes a look at the programs of highly successful mentalists from the past and outlines the actual Mental and Psychic Club Program he used in his own work. Plus, full explanations for six Nelson Mental Gems, and much more. 11 informative chapters, 42 pages.



JACKPOT COINS

Jackpot Coins was one of Al Koran's feature effects—a multiple prediction routine in which he and a spectator each took and concealed a handful of coins. Following that, Koran made three extraordinary predictions about the number of coins he had in relation to the spectator. Then, one-by-one, he proved each statement correct—stunning the audience. To confound the audience

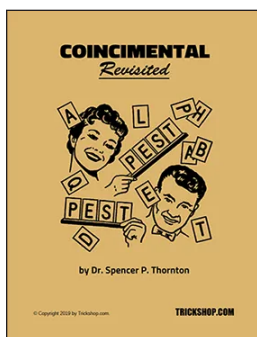
even more, he repeated the effect. Finally, he made one last, impossible prediction that was also shown to be 100% accurate. We give you Al Koran's original (1960), three-phase Jackpot Coins handling—explained step-by-step complete with patter, subtleties and more. Plus, we explain the streamlined version he performed later in his career. If you're looking for an easy-to-perform mentalism gem, this is it! 11 pages.



EPICARD TRIPLE PREDICTION

Hen Fetsch's Mental Epic WITHOUT THE SLATE! You begin by introducing a set of three numbered, two-piece cards. On one part of the perforated card you write your prediction, which is put in an envelope and then placed in full view in a wine or other glass for all to see. Next, a spectator is asked to name any famous person living or dead. The spectator's choice is written down and placed next to your prediction.

This procedure is repeated three times—until the spectators have selected a famous person, a city and a playing card. Without any false moves, the cards are removed from the glasses and handed to one or more spectators. One by one, your predictions are shown to match the choices made by the spectators! ALL may now be examined. 15-page PDF with ready-to-print EpiCard artwork.



COINCIDENTAL REVISITED

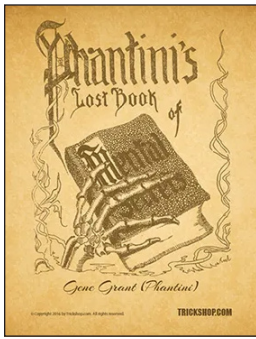
Dr. Spencer P. Thornton's standout mental word matching effect, COINCIDENTAL. Performer shows and shuffles two packs of Alphabet Cards. From one pack he chooses four cards and arranges them backs out in full view of the audience. A spectator is allowed to choose cards from the other pack and from them form any four letter word he desires.

As soon as the spectator's letters are arranged, the performer turns his around to reveal that not only have both chosen the same letters, they have both formed the same word! Any one of several words could have been formed from the cards chosen! The spectator can even change his mind if he likes. The spectator takes five cards and is allowed to discard one before he forms his four letter word! 42 pages with ready-to-print artwork.



AIR TIGHT PREDICTION

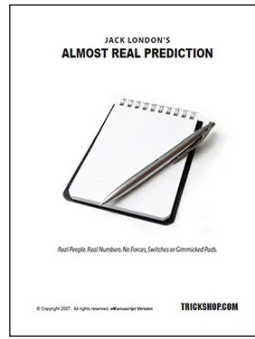
Perform one of today's hottest mentalism effects with ease! Introducing the Air Tight Prediction—a Confabulation magic effect (themed multiple prediction). The presentation we provide lets various audience members choose different features of their dream vacation, however they could just as easily be asked to build their dream house, describe their dream car, etc. The random answers they provide are ultimately discovered to match those written on your prediction slip—a slip which was sealed inside a balloon and held by an audience member since the beginning of the presentation. Plus, get this...the balloon is popped and the billet is opened and read by your volunteers from the audience without your "help." As featured by Mel Mellers at his Blackpool lecture. 12 pages, illustrated.



PHANTINI'S LOST BOOK OF MENTAL SECRETS

Discover the bold and subtle secrets of Phantini in Gene Grant's acclaimed 1955 booklet! 19 ingenious one-man mentalism effects: A Miracle Mental Routine, Message Reading Without a Clue, Image-bay, Remoto, Psychia, Telemento, Psychia-trik, Million Dollar Sealed Message Test, Mental Music, The Ghostly Hand, Challenge Dollar Bill Test, Psychic

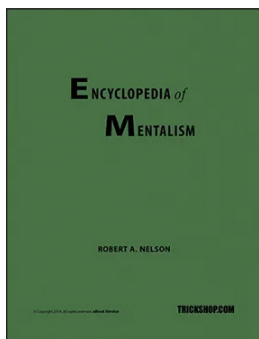
Phone Book Test, Phantini's Magazine Miracle, Miracle Design Duplication, Delphic Divination, Projecto, Shades of Cassandra, A Graphic Impression, and Miracrypto. 100% practical material. 23 pages, illustrated.



JACK LONDON'S ALMOST REAL PREDICTION

Real People. Real Numbers. No Forces, Switches or Gimmicked Pads. Some years ago, mentalist Jack London released one of his most closely-guarded secrets to the fraternity, the Almost Real Prediction—an add-a-number effect that worked without gimmicked pads or devices, forces or switches of any kind. It was a ground-breaking mental effect

that won praise from some of magic's most creative thinkers at the time. In this PDF, we shed new light on Jack London's Almost Real Prediction effect, including a bonus section with five additional Jack London presentation ideas and other info. 19 pages.



ENCYCLOPEDIA OF MENTALISM

As Harlan Tarbell so aptly pointed out in his introduction to the Encyclopedia of Mentalism, no one was better qualified to present the facts, methods and inner secrets of mentalism than Bob Nelson. Every aspect of the mentalism and psychic entertainment fields is covered in detail in this comprehensive and authoritative manual—from one-on-one

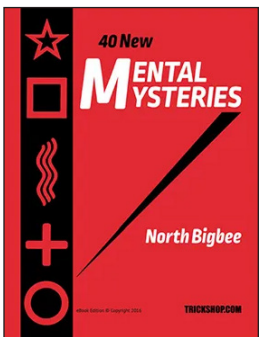
reading methods employed by the office clairvoyant to complete stage and club mindreading routines. Nelson even reveals the real secrets of reading minds on radio and TV, as well as his own Master System of Mindreading which will convince even the most sophisticated, contemporary audience that you know their innermost thoughts. Plus, psychic tests, Hellstromism experiments, séances, spook shows, book and horoscope pitches, booking and publicity, and much more. 21 chapters, 146 pages, illustrated



BEWITCHED, BOTTLED AND BEWILDERED

An innovative solution for the Maurice Fogel classic. A spectator mentally selects one of five different bottled beverages displayed on your table. Each bottle is now covered with an inverted paper bag and all are mixed. The spectator names the bottle he had in mind and then, while your back is turned, mixes the bottles himself. When he is

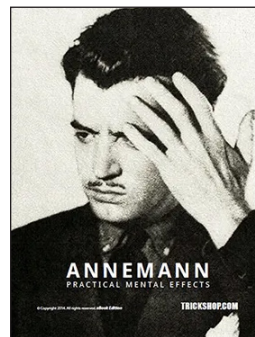
done, you turn around and draw the audience's attention to five cards—numbered 1 through 5. Your helper shuffles these and returns them to you. You cut the stack and place a number card in front of each covered bottle. Finally you bring up an audience member (not a shill) with your prediction. The covers are removed from the four bottles behind the other numbers. Finally, the last cover is lifted to show that the beverage the spectator chose is at the exact number predicted. 19 pages with ready-to-print artwork.



40 NEW MENTAL MYSTERIES

North Bigbee wrote this book specifically with the working mentalist in mind. It includes 40 varied stage mentalism presentations. Material includes billet switches, book tests, impression devices, ESP card effects, predictions, design duplication, ad tests, psychometry, and much more. Plus, nearly every routine uses no props or those you can

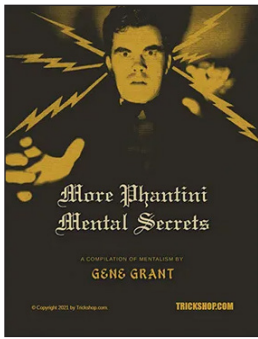
easily make up yourself using inexpensive items. Chapters include: Cumberbund Chicanery, To the Colors, Wanted Dead or Alive, Prophets With Honor, Mentalism by Design, Extra Sensory Deception, Séances and Such, Book Nook, Slate Sorcery, Astrological Abacadabra, Putting Mentalism on the Map, Mental Mirthquakes, and Miscellaneous Miracles. A terrific resource for anyone who performs mentalism or would like to add a few mental effects to their magic show. 48 pages, illustrated by Tom Palmer.



ANNEMANN'S PRACTICAL MENTAL EFFECTS

This comprehensive compilation details nearly 200 powerful, easy-to-perform mental effects and routines from Ted Annemann's "JINX," organized into 12 categories: Effects with Billets, Publicity Effects, Dead or Alive Tests, Book Tests, Thought Foretold, Mental Masterpieces, Envelope Necromancy, Miracle Slate Routines, Money Mentalism, Blindfold

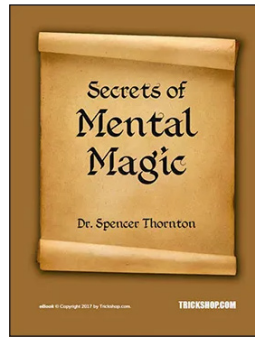
Reading, Mentalism with Cards, and Psychic Codes. Contributors include: Dr. Stanley Jaks, Dr. Jacob Daley, Dai Vernon, Orville Meyer, Al Baker, Stewart James, Oscar Weigle Jr., Ralph Read, Eddie Clever, Sid Lorraine, J.G. Thompson Jr., Jack Vosburgh, Charles T. Jordan, Burling Hull, Bruce Elliott, Hen Fetsch, Robert Parrish, Karl Germain, Tom Sellers, Stanley Collins, Dunninger, Paul Curry, and many others. A must-have resource for every mentalist. 370 pages, with high resolution Nelson Hahne illustrations.



MORE PHANTINI MENTAL SECRETS

In this new compilation, we bring together more great Phantini mental effects and methods. Material includes: Bill Reading Supreme (a powerful, yet easy-to-do divination of the serial number on a borrowed dollar bill), a Test for Two Minds (with your business cards), Match Packet Billet Switch, Thought Card to Pocket, Janus Book Test (works

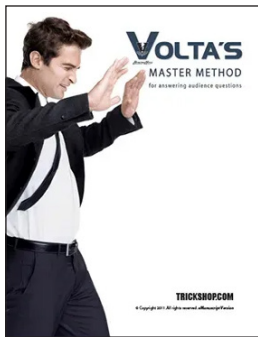
with even borrowed books you haven't seen), Synchronous Cards (a coincidence card effect with a borrowed, shuffled deck), Image-Ray (message reading), a clever Triple Prediction, Perfected Sealed Message Reading for Q&A, Blindfold Methods, Publicity Prediction, Contact - Phantini's six-phase mental routine for two people (and it doesn't use a code!), and more. 25 pages, illustrated.



SECRETS OF MENTAL MAGIC

Dr. Spencer Thornton's highly sought-after book of mental magic. Contents include: Thorntonism—a 100% practical device you can prepare in minutes for switching billets, bills or bank notes, playing cards, and more, Mind Over Matter—learn how to make Nelson's famed Mental Gimmick...a bulldog clip that enables you to switch a billet right

under the spectator's noses, I'll Read Your Mind—an outstanding, direct book test that requires no page force...the spectator simply opens the book to ANY page, The Mystery of the Keys—a brilliant and extremely clean handling for Annemann's "7 Keys to Baldpate", Precognition—an Add a Number gimmick...similar to Ted Lesley's Working Performer's Switch Pad, however we think you'll like Thornton's approach better, Transmission of Thought—a diminishing mirror for Burling Hull's design duplication technique you probably already own, Thornton's Direction of Thought—a convincing demonstration of thought control that uses ESP symbols drawn on blank business cards, Mental Three Shell Game—a spectator places an object under one of three cups and mixes them...all while your back is turned...even so, you are able to reveal the correct cup with uncanny accuracy, plus headline and publicity predictions, and more! 33 pages, illustrated.



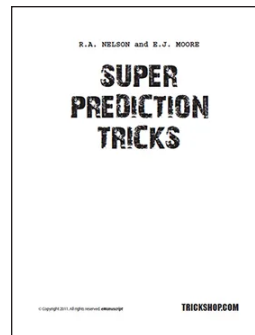
VOLTA'S MASTER METHOD

Add one of the most powerful thought-reading weapons ever devised to your mentalism arsenal. Originally developed by Burling Hull for his Q&A act performed at posh supper and nite clubs, the Volta Master Method remained one of his most closely-guarded secrets for many years. Today, it is used by mentalists for everything from Q&A

presentations for large groups to private, one-on-one readings. No billets, no tearing, no steals, no switches, no carbons, no envelopes—just a simple, yet diabolical printed card you can prepare for little more than the cost of some cardstock, and ink or toner for your desktop printer. We even give you ready-to-print artwork to get you started. Plus as a special bonus, you'll also receive a basic template you can customize with your own business card or other graphics. In addition to getting Hull's complete handling for his Supper Club Reading floor show, including the Master Method; Hull also explains what really makes a Q&A act successful and why, as well as how to answer questions for maximum impact, even when you have minimal information to work with. 31 pages plus bonus template.

VOLTA TABLE SEALED QUESTION READING

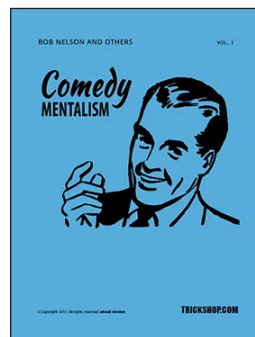
Burling "Volta" Hull's masterful, close-up sealed message reading technique was originally reserved for his \$150 mentalism course. One of his most closely guarded secrets, he perfected it over years of professional work under demanding, sometimes surrounded, nite club conditions. It offers a convincing demonstration of thought reading for the table worker. Hull explains every move and subtlety along with the reasoning behind it—from start to finish. In addition, he provides a range of helpful tips and pointers for table work. These include how to deal with hecklers, a major pitfall of table work to avoid, how to get paid for charity work, techniques for maximizing your fees and gratuities, boosting private party engagements, and more. 20 pages.



SUPER PREDICTION TRICKS

Make STARTLING PREDICTIONS of newspaper headlines, as well as the results of games, races and fights, court decisions, contests, elections, and more. Over 20 separate prediction stunts utilizing a number of little-known, yet highly practical methodologies you can adapt to your own work are included in this valuable and hard-to-find publication by

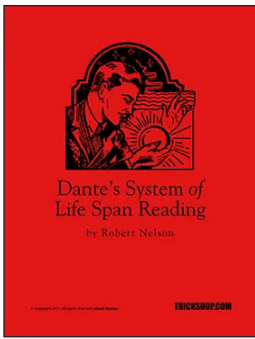
Bob Nelson and E.J. Moore. This book contains a full explanation of Nelson's Miracle Prediction of the Age (prediction baked into a loaf of bread). 80 pages.



NELSON'S COMEDY MENTALISM I

This Nelson book includes routines and bits of business from The Amazing Maurice, Alan Milan, Karrell Fox, George Johnstone, Sid Lorraine, North Bigbee, and others. Plus, a complete spoof on a two-person code act by Nelson and three bonus serious mental effects, including Robert Tripp's practical method for making an impression card case and

a clever, easy-to-perform triple prediction that uses just coin envelopes and business cards. 63 pages. (Vols. 2 & 3 also now available.)



DANTE'S SYSTEM OF LIFE SPAN READING

Without anything written or other skulduggery, Dante delivers a powerful psychological reading. A reading so cleverly conceived and thought-out that it smacks of genuineness. This sight reading is apparently the answer to the sitter's innermost thoughts—touching upon the trials and tribulations of the individual—delving into the past, discuss-

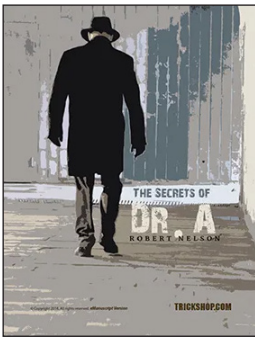
ing the present and probing deeply into the future. Dante lays bare his secrets—his system of sight reading, together with his proven script you can memorize and use in your own work. 10 pages.



COLD READING TRADECRAFT

Create the impression that you can read minds. Imagine meeting someone for the very first time and being able to reveal not only some of their innermost thoughts, but details of personal events yet to come. It appears to be nothing less than a genuine demonstration of extrasensory perception, ESP. This is the power of cold reading—a process

used by professional psychics, mind readers, fortunetellers, intuitive counselors and guides, and mentalists. In our exclusive, best-selling book, Tradecraft, you'll learn how to harness this power to entertain your clients. Today's audiences love ESP entertainment, which is why so many of today's top professionals have already acquired this important skill. Now you can, too. All you have to do is follow the information and simple techniques outlined in this guide. Top-rated Five Stars by Duncan Trillo's MagicWeek.com. 52 pages.



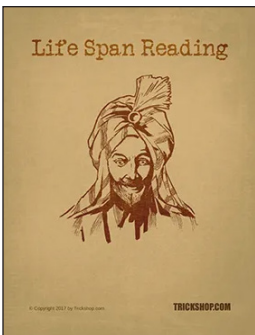
THE SECRETS OF DR. A

Discover the billet reading methods and subtleties Dr. A employed to such devastating effect. Techniques you can use to read minds in practically any situation, even when conditions are less than favorable. This is Nelson's first engaging and in-depth account of the exploits and secrets of the clever "old school" private reader and rogue known as Dr. "A," including the spiel he used for psycholog-

ical readings before he was ready to "pour on the heat" with the known information he acquired from the sitter's billet. A must-have resource for anyone interested in this topic. 20 pages.

THE ART OF COLD READING

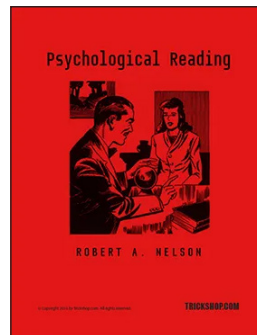
Robert Nelson's classic, "how-to" manual on the cold reader's art is a must-have reference for any serious student or practitioner. He takes you step-by-step through the process of cold reading—from explaining why people get "readings" to learning how to recognize certain "types" of men and women. Nelson even gives you a composite cold reading formula and then, shows you how it works by providing you with a complete "sample reading" that touches upon all of the key elements. You'll also learn how to tell when you're hitting the mark, and just as important—how to back-track, when you're not! Plus, you get over two dozen stock lines you can work into your readings, when appropriate; along with information on using Astrological "warm reading" phrases, and more. 68 pages.



LIFE SPAN READING

An outstanding, top tier Life Span Reading originally published by Floyd Thayer. This is a reading which, with a little caution, may be given to any man or woman. It is based upon events which occur in the vast majority of human lives, yet, adroitly stated, the reading becomes personalized and the person receiving the reading will be willing to believe that the seer has correctly told the past and

present, and probably has correctly foreseen the future. 6 pages.



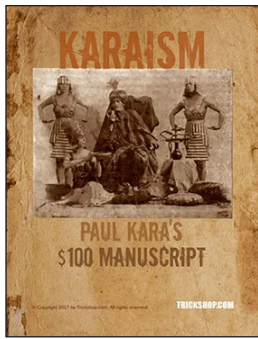
PSYCHOLOGICAL READING

Learn how to give a psychological reading using the 12-point framework! Spectators are more readily convinced by fortune tellers, and the like, if the reader will start the reading without first asking a lot of questions—in other words, giving the reading "from the cradle to the grave," as though the spectator's life were the pages of an open book, then

ask the questions at the conclusion of the reading if necessary. The sitter enters the room, immediately the reader starts, giving "knock-out facts," and continues with the reading for a half an hour, never asking definite questions, but "reading." This is accomplished without previous preparation, nothing written and without apparatus. This type of reading is known as the "Psychological Reading," inso-much as it employs the science of psychology and character reading, coupled with logic. It is SCIENTIFIC GUESS READING, which will, in practically all cases, be acknowledged as correct. This is the basic script used by many old school psychic readers. 7 pages.

TECHNIQUE OF THE PRIVATE READER

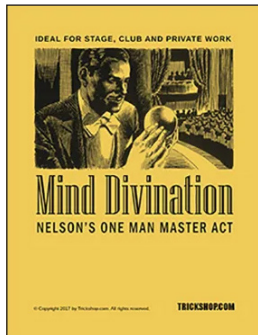
In this sought-after book, Nelson outlines the time-proven formula that enables private readers to reveal the past, present and future of their subjects. Divided into two sections, the first explains the power and purpose of psychological readings, as well as the proper technique, including an analysis of the phases of life. Information that enables private readers to successfully tell the story of a subject's past, present and future—literally from cradle to grave. In the second section, Nelson touches upon methods used by successful readers to gain personal information from their clients and add even more impact to their readings. 29 pages.



KARAISM – PAUL KARA’S \$100 MANUSCRIPT

One of the most sought-after mentalism manuscripts of all time! Paul Kara’s famous \$100 method covering both written and unwritten Q&A methods, as well as how to answer questions never brought to the theatre, questions sealed in tin cans or other containers, etc.—a sensational technique that assures a steady flow of publicity and interest.

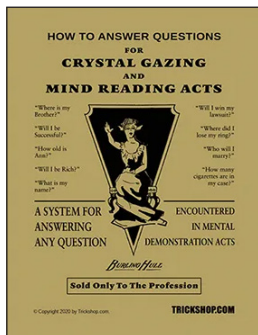
You get a complete explanation of Paul Kara’s still workable “Karaism” method plus 10 combination “reputation-building” effects. A must-have resource for anyone performing a Q&A act. 18 pages



NELSON’S MIND DIVINATION ACT

This now hard-to-find manuscript details Bob Nelson’s streamlined, modern handling and presentation for Paul Kara’s \$100 Method for stage, club and private work. This is a 100% practical method whether you are working one-on-one or for an audience of hundreds. Here’s Nelson’s original catalog description: Here is an act that we sincerely

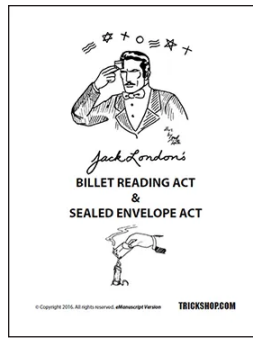
concede as being the best all-around modus operandi ever offered to the profession. The effect is, briefly, as follows: Performer passes out small cards on which spectators are requested to write their questions and sign their full name. This completed, cards are collected by performer, placed in small envelopes and sealed. On returning to stage, the first envelope is placed to the performer’s forehead and answered. At the conclusion of the answer, the end is removed and card is withdrawn from envelope, and immediately returned to the original writer, and without any exchange of any kind. In this manner, every question is answered, and in its proper sequence. No confederates or assistants need be employed—a strictly one-man feature. 13 pages.



HOW TO ANSWER QUESTIONS

Learn how to correctly answer virtually any question you are likely to encounter in a Q&A demonstration, even the most difficult ones. Utilizing a thoughtfully-constructed system, Hull breaks down question types into four general categories. He then explains in easy-to-understand language how to deal with each type—giving plenty of

specific examples. While some answers are clearly dated, Hull’s approach and understanding of audience psychology, as well as their expectations, remains sound and worthy of the contemporary’s mentalist’s time and attention. In addition, he explains the real role and importance of the introductory lecture or talk. 38 pages.



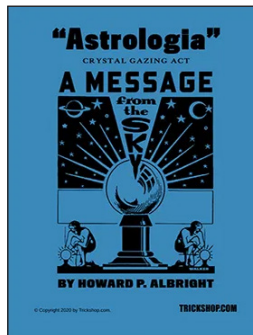
JACK LONDON’S Q&A METHODS

Get both of mentalist Jack London’s hard-to-find manuscripts on his professional Q&A methods in this PDF. Here are his original descriptions...JACK LONDON’S BILLET READING ACT—Papers are distributed to the audience. They write a question and sign their name. Folded slips are gathered in a hat by anyone and brought to stage. Performer

mixes slips, reads an inspirational message from a book. Now he reaches into hat and removes one paper from hat. He hands it to anyone to hold. His hand is seen to be empty. He answers the question which is in the spectator’s possession. The spectator returns it to the writer. This is repeated until the performer desires to end the act. The few ordinary props used in the act can be purchased locally for a few dollars. Plus, JACK LONDON’S SEALED ENVELOPE ACT (No advance information used)—Questions on cards sealed in opaque envelopes. Envelopes initialed. Collected in box or basket. Performer mixes envelopes. He then withdraws one envelope at a time—with one hand. He shows both sides of envelope and reads the initials. He answers the question. He is answering the question of the card that is in the envelope in his hand. Card may be immediately removed for verification if desired. No transparency or chemical methods. REMEMBER! One envelope is removed at a time. Only one envelope is in the performer’s hand. That is the one he answers. The person’s initials are on the envelope; the person’s question is in the envelope! London’s Sealed Envelope Act has no bad angles and can even be performed surrounded! 14 pages.

50 SEALED MESSAGE READING METHODS

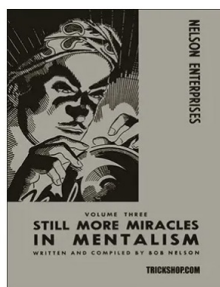
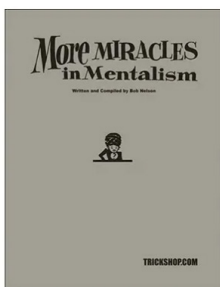
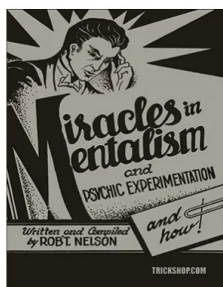
This PDF puts 50 ways to gather information for Q&A presentations at your fingertips. It’s all here, including methods for stage work, clubs and banquets, and even close or office work, also referred to as clairvoyant methods used by some readers. Nothing in the mentalist’s repertoire is more impressive than a well-presented question and answer act. 38 pages, illustrated.



ASTROLOGIA ONE-MAN ACT

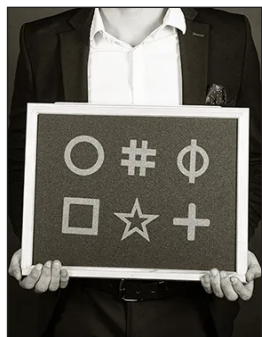
Albright shows you how to give up to 30 “personalized” psychological readings with ease using his special “prompter” method (with examples), as well as reveal written thoughts. Slightly different than the standard Q&A approach you’re used to, but just as impressive and much easier to perform. Every aspect of the act is covered in

detail—from what to say and to how to say it, down to the underlying methodology (based on one simple move) and subtleties. Plus, Albright even gives you seven proven information-gathering methods for close-up work you can use for this act as well as private readings. 20 pages.



NELSON'S MIRACLES IN MENTALISM SERIES

Robert Nelson's complete, three-volume Miracles in Mentalism Series with more than 100 clever, audience-tested mental effects. This three-volume set includes: MIRACLES IN MENTALISM (Vol. 1), 67 pages, MORE MIRACLES IN MENTALISM (Vol. 2), 45 pages, and STILL MORE MIRACLES IN MENTALISM (Vol. 3), 86 pages. Contributors to this outstanding series



include some of the field's most brilliant thinkers and performers, including Dr. Stanley Jaks, Gene (Phantini) Grant, Dr. S.P. Thornton, Orville Meyer, U.F. Grant, Frederic Kolb, North Bigbee, The Amazing Maurice, J.G. Thompson, Jr., Dick Johnson, Syd Bergson, Stewart Judah, Eddie Clever, and many more. Don't miss out! This series is a gold mine for any serious mystery worker.



JACK YATES BUNDLE

Looking for brilliant, subtle mentalism and mental card magic? You won't find more powerful or easier to perform miracles than those crafted by British mentalist Jack Yates. Titles in this bundle include: LINE-UP, 7 pages, PREDICTED CARD IN WALLET, 6 pages, THE FOUR OBJECT DIVINATION, 7 pages, JACK'S PACK, 6 pages, UNDER SUSPICION (Kosky/Yates), 18 pages, TRIPLE PRE-

DICTION, 6 pages, RUSSIAN ROULETTE, 5 pages, and INGENIOUS, 5 pages.



FRED KAPS LECTURE PACKAGE

Learn from the master himself! This package includes Fred Kaps' 1972 lecture tour notes along with his card and coin magic supplements in PDF format. You get FRED KAPS LECTURE NOTES, 16 pages, KAPS ON CARDS, 6 pages, and KAPS ON COINS, 12 pages, plus streaming video access to extremely rare film footage of Kaps demonstrating the correct technique for a

range of classic card and coin sleights, giving you invaluable insight into the correct hand and finger positions, movements, and timing of each move.



THREE ARTICLE TESTS PLUS BUNDLE

The Three Article Test is one of mentalism's most popular and enduring plots. After three different small objects are introduced, you divine which object each of three spectators has secretly concealed (in their pocket, etc.). With this bundle, you'll be able to explore a range of powerful yet practical solutions for this mentalism classic and related ones.

Titles include: THE THREE ARTICLE TEST (Louis Lam, Eddie Joseph and Gene "Phantini" Grant), 13 pages, THE BOXES OF CHANG (Jack Miller), 6 pages, CRYPTESTHESIA (Wallace Lee), 6 pages, UNDER SUSPICION (Gerald Kosky and Jack Yates), 18 pages, MATHEMATICAL 3-CARD MONTE PLUS FIVE CARD BAFFLE (Bob Hummer), 8 pages, and AL KORAN'S NOTE UNDER CUP, 14 pages. This material is worth its weight in gold!

GLENN GRAVATT CARD TRICK BUNDLE

This four PDF bundle features nearly 150 self-working card tricks from one of the most prolific card trick chroniclers and creators in the history of magic—all clearly and concisely explained! Titles include: 50 MODERN CARD TRICKS, 40 pages, 50 MORE MODERN CARD TRICKS, 55 pages, FINAL SELECTION, 73 pages, and 10 BY GRAVATT, 10 pages.



SECRET CARD GIMMICKS BUNDLE

Sometimes a simple, easily-constructed gimmicked card that is unknown to the audience can be a magician's best friend! In this seven-PDF collection, we bring you some of the best of these inexpensive, yet invaluable accessories. Gimmicks you can use to locate, control, and force cards, and even make them rise from the deck upon command. Titles include: DIY CARD GIM-

MICKS, 9 pages, THE ROUTINE SUPREME (Tony Kardyro), 9 pages, DECEPTIONS WITH A SHORT CARD (Dr. George Casaubon), 36 pages, TRICKS WITH A SHORT CARD (U.F. Grant), 10 pages, FURTHER ADVENTURES OF THE SEVEN IN ONE CARD ROUTINE (Jack Chanin), 14 pages, THE MCMILLEN CARD RISE (Jack McMillen), 6 pages, and the ROGUE 2 CARD RISE, 13 pages.



SYMBOL SORcery BUNDLE

Harness the entertainment power of ESP and other symbols with this money-saving, four-title collection. Effects include symbol matching, design duplication, thought projection and more. This bundle includes:

THE ZENNER EFFECT (David Britland), 19 pages, SUPERIOR PERCEPTION (Hardell), 17 pages, VOLTA'S GIANT ESP THOUGHT PROJECTION (Burling Hull), 24 pages, and ASTRO QUESTION CHART (Gerald Kosky), 14 pages.



CLOSE-UP THOUGHT READING METHODS

Explore the methods and techniques used by some of the greatest magicians and mentalists of the past to read minds at close quarters, as well as the clever ploys and subtleties they deployed to keep their audiences off guard. It's information we're certain you'll find of value in enhancing your own performances and now it can be yours with this

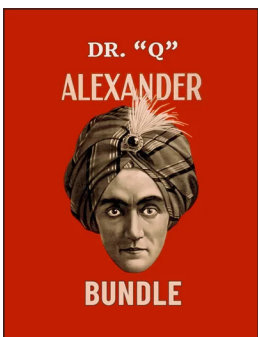
new bundle. This package includes instruction and ideas from Ted Lesley, Dr. Stanley Jaks, Tony Corinda, Al Koran, Maurice Fogel, Ned Rutledge, William Larsen, Orville Meyer, Bob Nelson, John Booth, Ted Annemann, and many others. Titles include: ENVELOPING THOUGHTS, 16 pages, MENTAL MEANDERINGS, 20 pages, SUPER BILLET TEST SECRETS, 24 pages, VIPER MENTALIST'S PEEK FOLDER, 10 pages, THE BORROWED BRAIN, 10 pages, THE COMPLETE GUIDE TO BILLET-SWITCHING, 75 pages, and CENTERMENTAL CENTER TEAR, 10 pages.



DEVIOUS POKER DEMOS BUNDLE

A collection of some of the best pseudo poker dealing demonstrations of the last hundred years—from Dai Vernon to rare dealer manuscripts. Plus, most rely on clever stacks and other artful dodges, rather than fancy moves—so you'll master them quickly. Of course, any poker demo is enhanced by a few convincing false shuffles and cuts which is why we

are also including our easy-to-read and study edition of Erdnase's THE EXPERT AT THE CARD TABLE, 140 pages. Other titles in this bundle include: the VERNON \$20 MANUSCRIPT, 24 pages, BEATS ALL POKER DEAL (Stuart Robson), 3 pages, THE CARD DETECTIVE'S PERFECT POKER DEAL (Mickey MacDougall), 15 pages, THE CANAR POKER DEAL (Harry Canar), 5 pages, HOW GAMBLERS WIN (Eddie Joseph), 27 pages, and I WOULDN'T LIKE TO PLAY CARDS WITH YOU!, 12 pages.



DR. Q - ALEXANDER BUNDLE

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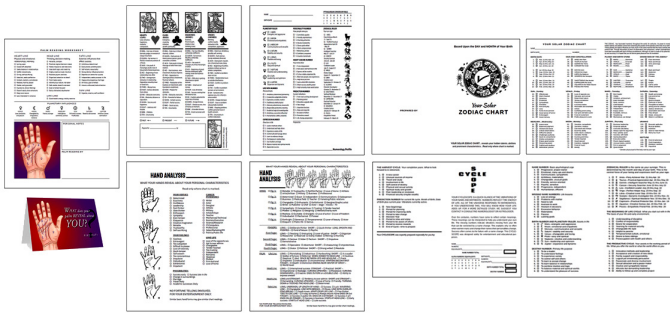


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Few men did more to promote magic in the 20th Century than William W. Larsen, Sr.—a brilliant magician, mentalist, and author, co-author, and editor of numerous magic books, manuscripts, as well as a long-time magic magazine contributor and editor (and founder of Genii), and one-time owner of Thayer's Magic Studio. He was also the inspira-

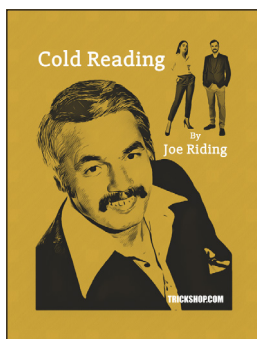
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In this newly edited manuscript, we bring you Joe Riding's (crash) course on Cold Reading. Riding generously shares his Cold Reading expertise, acquired over many years—from basic methods and how to get started, to more advanced techniques. He also gives you his own standard character reading, which does an excellent job of modernizing the old "skeleton" script. Riding was a

lifelong student of human nature and psychology—knowledge he used effectively in his readings to first establish a rapport, and then to deliver an upbeat reading that would inspire his subject and make that person feel better about their life and potential. 20 pages.



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Premonition 2 combines the best features of Eddie Joseph's New and Original versions, making this time-tested, mental card miracle even easier to perform. Here's the effect: ANYONE in the audience is asked to think of ANY card and name it out loud. The person naming the card is asked to step forward and pick up the deck of cards on your table. This person now removes the

deck from its case and is told to openly count the cards until he gets to the one he has in mind. To everyone's utter amazement, HE DISCOVERS THERE ARE ONLY 51 CARDS IN THE DECK AND HIS CARD IS THE ONE THAT'S MISSING! Complete instructions explaining how to make it up, along with the handling, patter and presentation, plus ideas, tips, and bonus content. 30 pages.



SIX TRICKS BY TENKAI

This is the first manuscript by the legendary Tenkai Ishida, published in 1953 by Laurie Ireland. Tenkai shares three of his platform effects that are gems of misdirection, subtle moves, and perfect routining, as well as two close-up tricks and two coin vanishes. This top drawer material even includes Tenkai's brilliant TWO PENNY TRICK (Tenkai Pennies) and CARD FLIGHT—Tenkai's

masterful manipulative handling for the popular Homing Card plot. Plus, all explanations are accompanied by seven accurate, full-page illustrations by the "author—inventor & magician, Tenkai!" It should be noted that Tenkai's personal instructions were written down by Robert Parrish, who served as a transcriptionist and editor. 20 pages.

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Discover over a dozen incredible tricks and ideas with a Stranger card! Tony Kardyro shows how carrying a couple of stranger cards in your pocket will enable you to do miracles with a borrowed pack. Just a few basic sleights accomplish everything. 17 pages.



ANAGRAMMATIC

Sam Schwartz's seemingly impossible word divination masterpiece. With the performer's back turned, the spectator chooses one word out of nearly 30 from a stack of index cards. Each word is different and words vary in length, from 5 to 12 letters. The choice is entirely the spectator's. There are no forces, duplicates, glimpses, shills, or marked cards, nor is anything written down or any

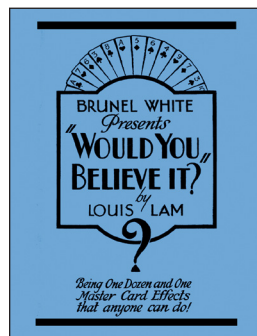
questions asked. Even so, the performer is able to read the spectator's mind with near perfect accuracy, revealing each letter in the spectator's chosen word, and finally, the word itself. Completely baffling, yet easy to do! Updated, illustrated instructions, 18 pages.



ROUGH SMOOTH SUBTERFUGES

In this new compilation, we bring you a dozen powerful card deceits you can make up with roughing fluid, spray, or a stick! Seven items use just regular cards, including lesser known gems, like Bill Woodfield's Vaporous Aces, Vernon and Horowitz's Mental Control, J.B. Bobo's New Key Card, and Aldini's Supremotion (Eddie Joseph's Premonition with

just a single deck), plus Joe Berg's Ultra Mental Deck complete with the popular Invisible Deck presentation as well as Aldini's variation with super-roughing, and Ralph Hull's incredible torn and restored signed card with Capt. Hall's rough smooth addition. Five items call for double-sided gaffs, including Jack Dean's astounding Out of Print routine and Aldini's Mental-Matic Deck. 32 pages.



WOULD YOU BELIEVE IT?

Louis Lam's first book! Now hard to find, it includes 13 effects with cards, many impromptu, and introduces several original sleights and subtleties that are little known today. In the early 1940s, Lam was the co-publisher of the Dutch magical magazine, TRIKS, along with Henk Vermeyden, and a driving force on the vibrant Dutch magic scene. He was also a leading card magic

expert. Lam who was Jewish was arrested by the Gestapo in Holland during the war and is now known to have perished while at Sobibor concentration camp in Poland. His tragic death was a tremendous loss to magicians everywhere; he was just 39 years old. Beautifully illustrated, re-typeset, 29 pages.

SINGAPORE SUBTLETIES

Tan Hock Chuan was one of magic's most brilliant and prolific originators for more than a half century. Get seven nearly self-working Tan Hock Chuan card mysteries, mostly with a mental slant, that will confound your audiences. 18 pages with notes and tips.

ANY CALENDAR MONTH MAGIC SQUARE

BY MEL STOVER

With this ingenious Mel Stover effect, you can perform a magic square number prediction using the month from any old or new calendar! What's more, the spectators are free to select any section of the calendar with dates that falls into a 3 x 3, 4 x 4, or even 5 x 5 square area.

PRESENTATION: The trick we will give is adapted for use on a blackboard for a group of spectators. Someone in the group is asked to act as an assistant and select a month from a calendar. The figures are then copied onto the blackboard in the rows and columns exactly as they appear on the calendar. In order to illustrate the trick, we will assume that the following (sample) month has been chosen and copied...

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Next, ask your assistant to select a three by three, four by four, or five by five square from somewhere on the calendar. Blank cells on the calendar may be included in the selected square if the assistant so desires. Note: In testing Stover's effect, we discovered that you can have blank spaces at the beginning *or* at end, but not at both, or the last number choice may be inadvertently eliminated.

Depending on the size of the square chosen, your audience helper now either selects three, four, or five dates on the square. We'll assume the spectator has chosen a 5 x 5 square (per the sample at the top of page 27), and so he is free to select a section that is five days across and five rows down. Once this area is outlined, you glance at the square, and make a prediction which you give to someone for safekeeping.

ANY CALENDAR MONTH MAGIC SQUARE CONTINUED

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Use for prediction.

Note: Have the spectator mark off the 3 x 3, 4 x 4, or 5 x 5 area he plans to use. This boxed area is shown in red above. However, if writing with chalk, the spectator can simply thicken the border surrounding this area.

Now, each time the spectator chooses a number (date), he circles it and then draws a line through any numbers that share the same column, followed by any numbers that share the same row. This eliminates those numbers from future selection. For his next number, the spectator chooses another date from those available and again strikes out any other dates that share the same column or row. This is repeated until all five numbers have been chosen. See the sample below. The numbers in this example, $20 + 14 + 29 + 9 + 3 = 75$. This total will match the prediction you made before a single date was selected!

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
 	 	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	 	

HOW IT WORKS: There are actually two different methods at play depending upon whether the square chosen is “odd” or “even.” For the 5 x 5 (odd) square example just cited, we take the center number and multiply it by 5 (the number of dates to be chosen). The center number is 15 (see arrow at top), so $15 \times 5 = 75$.

ANY CALENDAR MONTH MAGIC SQUARE CONTINUED

For an odd 3 x 3 square, we would multiply by the center number by three (since only three dates will be selected).

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Use for prediction.

For a 4 x 4 or “even” square, we get our prediction number a little differently. We must take the dates from two diagonal corners, like the lower left and upper right cells, add them together and then multiply by two.

So, for the example given above, we would add 23 and 5 to get 28 and multiply times 2 to arrive at 56, our prediction. This, of course, will match the sum of the numbers the spectator chooses in the manner already described.

* * * * *

This clever Mel Stover effect is virtually self working and is ideal for both close-up and group presentations.

MY CUPS AND BILLS

BY CHARLES MILLER

This impromptu Charlie Miller gem first saw the light of day in June of 1940, in Frank Chapman's magic newsletter, *Chap's Scrapbook*. Bruce Elliott republished the effect in 1953, in the section on the Cups and Balls in *Classic Secrets of Magic*, and later in *Great Secrets of the Master Magicians* (1962). Michael Skinner performed his own version of Miller's routine on the Tonight Show with Johnny Carson, and it continues to find its way into the repertoires of many contemporary close-up pros.

What follows is Charlie Miller's original and detailed description of the moves, as published and edited by Chapman. We've expanded on some of the shorthand used to make the moves a bit easier to follow. Some familiarity with basic Cups and Balls moves is of course assumed in terms of loading the cups and a basic ball vanish. Also, the three bills can and should be borrowed with the unknown fourth bill already rolled up and ready in your pocket (along with any final loads). Any cups, coffee, or tea, may be borrowed and used. Keep in mind, that you won't master this one overnight, but once you do, you'll have the ability to perform a truly impressive classic on demand.

HANDLING: Use three white coffee cups and four one-dollar bills. The bills are rolled up into four tight balls. Three are placed on the table. The fourth is kept palmed in the right hand gripped at the base of the little finger. The three cups are placed in a row on the table, handles toward spectators. For purposes of explanation, we will refer to them as #3, on your left—#2, in middle—and #1, on your right. (The cups, of course, may be of any color. But magicians usually eat and drink in places where they have only thick, white cups. Don't get sore, boys. Charlie must have his gag.)

Lift each cup and place a bill under it; keeping the fourth bill palmed in the right hand. Pick up #3 with the left hand and immediately place it in the right hand as the left hand picks up the bill. The right hand introduces the palmed bill under #3 in replacing the cup on the table. Pretend to place the bill in the right hand—actually palming it in the left hand. The right hand pretends to vanish the bill over #3. The right hand picks up #2 and places it in the left hand, which sets cup down introducing the palmed bill. At the same time, the right hand picks up the exposed bill from the table. The right hand pretends to place the bill in the left hand—actually retaining it in the right hand—and the left hand then pretends to vanish it over cup #2. The left hand picks up the #1 cup, places it in the right hand, and immediately picks up the exposed bill, while the right hand introduces the palmed bill under #1. Left hand pretends to place the bill in the right hand—actually palming it in the left hand—the right hand pretends to vanish the bill over #1.

Left hand and right hand then pick up the end cups and set them behind their bills, exposing the end bills. The left hand picks up #2—introduces the palmed bill—and sets the cup behind the center exposed bill. Now roll all three exposed bills under their respective cups. This is done visibly—taking care not to expose the bill under #2. Take the bill from under #1 with the right hand and pretend to place it in the left hand—retaining it in the right hand. Vanish it over #2. Lift #2 with left hand, showing two bills underneath. Replace with the right hand, introducing the palmed bill. The right hand picks up #3. The left hand picks up the exposed bill.

MY CUPS AND BILLS CONTINUED

The right hand replaces #3 on the table. The left hand pretends to place the bill in the right hand, keeping it in the left hand, and the right hand vanishes over #2. The right hand picks up #2, placing it in the left hand. Three bills are now seen under #2. As the left hand replaces #2 on the table, it introduces the palmed bill. (#2 cup is replaced *behind* the exposed three bills on the table.) Pretend to pass the three exposed bills—one at a time under #2. (Using the move previously described and lifting the cup each time a bill is passed.) This results in three bills under #2; and one bill palmed in the right hand. Left hand picks up the #2 cup and passes it to the right hand which replaces it on the table behind the three exposed bills. (Palmed bill is not introduced under #2.)

Now—visibly roll a bill under each cup. The left hand picks up #3 and passes it to the right hand. The left hand picks up the exposed bill from the table; in the meantime, the right hand introduces the palmed bill under #3 and sets it down. Pretend to place the bill in the right hand, retaining it in the left hand; and right hand immediately goes to right-hand trouser pocket to *apparently* place bill away. The right hand comes back empty, picks up #2, and places it in the left hand. The right hand picks up the exposed bill. The left hand, meantime, introduces the palmed bill under #2 and replaces it on the table. *Pretend* to place the bill in the left hand, which goes to the left-hand trouser pocket to apparently put the bill away. The left hand comes back empty and picks up #1, places in the right hand, and then picks up the exposed bill. The right hand introduces the palmed bill under #1 in placing it on the table. Pretend to place the bill in the right hand, which apparently places the bill in the pocket as before. The right hand comes back empty, picks up #3—exposing another (?) bill under the cup—and the cup is placed in the left hand, while the right hand takes the exposed bill and *actually* places it in the pocket. *BUT* the right hand palms the bill, in the pocket; meanwhile, the left hand sets #3 down—introducing the palmed bill. Left hand picks up #2, exposing the bill under it. Pick up this bill with the left hand (cup has been passed to the right hand) and in setting #2 down, the right hand introduces the palmed bill. The left hand openly places the bill in pocket, but palms it. The right hand picks up #1, exposing the bill under that cup. The cup is transferred to the left hand, which introduces the palmed bill as it is set down. (Just after the right hand picks up the exposed bill and openly places it in the pocket.) The left hand lifts all three cups—showing three bills one under each cup.

The routine may stop here, but Miller adds these further suggestions: By placing three objects, such as a lemon, an egg, and a small potato in your pockets, such articles may be produced at the finish. A startling climax. These articles should be introduced in the action of finding that more bills have appeared under the cups. As the hand apparently puts a bill in the pocket, it gets hold of an article and places it under the cup after the same manner of introducing the bills. (Charlie says, “This is hard to describe on paper, but it can easily be done by placing the articles in your pockets and rehearsing for eight weeks.”)

EDITOR CHAPMAN’S NOTE: One of Miller’s most subtle moves in the course of the routine described is this: Place a bill on top of either fist; after having introduced a bill under the cup. Place the base of the fist on top of the cup (bottom of cup) and immediately below the fist, and

MY CUPS AND BILLS CONTINUED

on the extreme top (bottom) of the cup, place the first and second fingers of the other hand. Now allow the bill on top of the fist to sink into the hand, while the fingers of the other hand lift up the cup AT THIS SAME INSTANT—creating the illusion of the bill passing down through the fist and right hand on through top (bottom) of the cup onto the table. This is especially effective if the bill previously introduced under the cup is made to roll a trifle by hitting it with the edge of the cup in lifting. This illusion is so perfect, and so startling, that I've actually heard spectators gasp as Miller performed it.

So, there you have it. Charles Miller's original featured routine with the "Cups & Bills." It's worth plenty to the magician who will work it up and add it to his repertoire. Frankly, I think Charlie was NUTS to release it. I really do. But he wanted me to pass it on to you—SO. Just one last suggestion: Please, please, PLEASE don't "murder" this swell trick!!! Give it a break. Practice it well before showing it. The word "classic" is greatly abused in magic, but this trick is certainly worthy of the name.

* * * * *

THE EL-EL TELEPHONE TEST

BY LOUIS LAM

Here at last we have a real telephone test, which you can try out immediately. Phone up a friend of yours, ask him to have a pack of cards handy, and instruct him to perform various moves with the pack. In the end, he has selected a card, which of course the performer never knows. Imagine your friend's astonishment when you tell him the name of the card he selected. Of course, the enterprising magician will also use this excellent effect in his card repertoire, even then it is a real miracle.

And now for the explanation. Ask your friend on the other end of the telephone to shuffle a pack of cards thoroughly and to proceed as follows. He has to take a small packet of cards from the pack, say between 10 and 20, as otherwise the experiment would last too long. By now your friend has counted the packet of cards he has taken away. Let us take, for example, he has taken 17 cards. Tell him to place on the table from these 17 cards one card to represent the ten and next to it 7 cards to represent the 7. In the event of his having taken 15, he must count on the table 1 for the number 10 and next to this card 5 for the number 5. I trust so far everything will be clear to you. After he has done this, he has a small packet of cards left in his hands, tell him to look at the bottom card, and replace this small packet of which he has seen the bottom card, and which he is to remember, on the pack. The cards on the table, in our example the 1 and the 7, have to be shuffled thoroughly and placed on the bottom. You must admit that up till now it is absolutely impossible for you to know which card he selected, and never once have you obtained the cue for a key card. Tell your friend to read the cards out to you over the telephone, and after he has mentioned a number you say, "There is no need to go any further, the card you selected was, say, the Queen of Spades." He must admit that your statement is quite correct.

The secret, like all good things, is simple too. When the cards are being mentioned to you all you have to do is to count the number of cards which are being mentioned, and, believe it or not, the ninth card he mentions always is the card selected. Of course, you will realise that it would be poor showmanship to mention the card immediately when you know it, therefore let him continue to mention the cards to you, and after he has mentioned about 12 or 13 cards, you simply say: "I believe you have already passed' your card?" Most probably he will say, "Yes," and you continue, "I knew it, for you selected (mention the card)." A simple test will prove our case. Say he had 17 cards. He puts on the table 1 card and next to it 7, together 8 cards, balance 9 cards. This experiment is even possible should your man take more than 20.

Here is the calculation. Say 24 cards. He puts down 2 cards to represent 20 and 4 cards to represent four, together six cards. Here the balance is 18 cards. With 30 cards and over the balance is 27. You will now realise why you ask your man on the phone, "I think I have passed your card?" For if he says "No," you know it must be the 18th or 27th card. However, if you follow the instructions and patter carefully, you will always be right on the ninth card.

When working at the card table, I have the following routine, which is also very mystifying. After my assistant has done all I have asked him to do, whilst my back is turned, so that it is absolutely impossible for me to know the card, I take the pack behind my back, and whilst pattering I

THE EL-EL TELEPHONE TEST

CONTINUED

quickly count 9 cards and take the ninth card from the pack, and hold it behind my back with the left hand, whilst the right hand returns the pack to spectator requesting him to wrap the pack in his handkerchief. Whilst he is doing this, with my right hand I put the card in my pocket. I ask him to mention his card and to take it from the pack, but...the card has gone. I now gracefully produce the card from my pocket. Of course, your spectator or friend on the phone must never tell you how many cards he has taken from the pack.

Since writing the above, a friend of mine pointed out to me that I could slightly improve this experiment by making sure that the assistant must always take a number of cards to ensure the selected card appears at No. 9, instead of 18 or 27. He suggests you ask your friend to cut the pack into about 4 equal heaps. The spectator now selects one heap and puts the other 3 heaps together. Naturally, if your instructions have been carried out properly, it will be almost impossible for any of the 4 heaps to contain less than 10 cards and more than 20.

ADDITIONAL PRESENTATIONS

When presenting this experiment with an audience, you can alter your presentation. As previously mentioned, the card is the ninth from the top. The following presentation, which is a great favourite of the author, will no doubt interest you.

The chosen card is the ninth from the top. Now remove three cards from top and ask spectator whether his card is amongst them. Naturally he will decline. Take another three and ask him the same question. Again, he declines. Now take five cards from top, apparently haphazardly, but actually you have counted five. Ask him again whether he sees his card. This time he will say "Yes."

Tell him to think of his card, and you immediately tell him the name of the card. This is what happens. When you take the five cards from the pack, backs towards yourself and faces to the spectator, the selected card is in the centre, viz., counting from right or left it is the third card. This can never fail. You now have a chance to turn up the left bottom corner of the centre card, do this with your left thumb, and you can see the index. Spectator cannot possibly see that you have turned the left bottom corner quickly.

Another presentation would be practically the same as above until you have the five cards, which are replaced in the pack according to the system explained in "GREATER MAGIC," whereby you push the cards in the pack, and four cards come out, these are pushed in, and only three cards come out, when these are pushed in, two only come out, and when these last two are pushed in only one card comes out. This is the selected card. It would not be fair to disclose this experiment from "GREATER MAGIC," which I personally consider one of the finest effects in the book.

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