Magic Kit

Perform your own magic show! Amaze your friends and family with 12 magic tricks included in this kit.

SAFETY MESSAGES

- 1. Please read through these instructions before you start.
- 2. Adult's assistance and supervision recommended.
- 3. This kit contains small parts which may cause chocking if misused. It is not intended for children under age 3.
- 4. Scissors from home is required. Adult's supervision recommended.

BEFORE THE SHOW

- 1. Magic is an illusion; specially designed tricks/props make things happen that appear to go against the principles of science. For example, we know that no one can simply make an object disappear yet a skilled magician can create such an illusion! Practice is the real secret behind magic. Practice your tricks many times before you send out invitations to your show. Be a serious performer. You will need to practice your tricks regularly, for example twice a week, before the show starts. Practice in front of a mirror so that you will see what your audience sees. It is also a good idea to ask your family members to take a video of your practice performance so that you can improve those tricks that don't come out exactly as you plan.
- 2. Memorize the tricks by writing notes, speech lines, etc. on a paper and use the notes when you practice.
- 3. Learn one trick at a time and get good at it before you attempt to learn another one.
- 4. An important part of being a magician is also being an actor. Watch well known magicians, and pay attention to how they act and speak. Observing others can be a great learning experience and will make your performance more impressive.
- 5. Remember, while it is never easy to become a perfect magician, an audience always appreciates a well-practiced show. Most importantly, have fun!

SHOW TIME

- 1. Design a poster and send out invitations to your friends and family. It is also a good idea to wear a magician or wizard costume if that is available. Decorate your stage with some props or posters. All these will give your show a professional touch.
- 2. Make a show planner that lists the tricks to be performed in one column with the props required for that trick written next to it.
- 3. Get all the props ready. Check them once again before the show starts.
- 4. Start the show with a short, impressive, easy-to-understand trick, e.g. Magnetic Wand. It will help to draw the audience's attention and is a nice way to get the audience focused on the show.
- 5. Plan the sequence of your tricks before the show so that similar tricks are not performed one after the other. This is also true of tricks that are similar in length or prop usage. Mix the tricks up so that your audience will appreciate the variety of your performance.
- 6. Speak clearly and loudly so that everybody can hear you. Pace yourself. Do not speak too fast.
- 7. If you are a first time performer, you will experience some kind of stage fright like fast heart beating, palm sweating, etc. Remind yourself that all great magicians experienced the same when they were on stage for the first time. Just take a deep breath and start. You will get yourself warmed up after a while. Remember, have fun!
- 8.Get the audience involved. Ask them to say together "It's Magic!" after completion of each trick.

OTHER TIPS

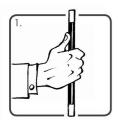
- 1. It is always tempting to tell your audience the secret of the tricks. However, never do that, as it will dilute the impact of your show.
- 2. Do not repeat the same trick in front of the same audience. If they know what comes next, there will be more chance for them to discover how the trick is done.
- 3. Run a smaller show initially with 4-5 tricks. When you are confident enough, organise another show with more tricks.

MAGIC 1: MAGNETIC WAND

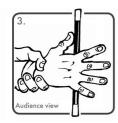
WHAT YOU NEED: The magic wand

THE SHOW EFFECT:

Without anything holding it, your magic wand sticks to your palm like a magnet. It is a simple but impressive trick.









Tell your audience that you are going to pass your magic power to your wand and on your command, it will stick on your palm without anything holding it.

- 1. Wrapping your fingers around it, hold the wand in your right hand. Tell the audience that you need to concentrate to make your wand respond. Pretend that you are concentrating hard, exercise some force on your right hand and hold the wand tighter. The wand will look like it is moving by itself.
- 2. Pretend that your wand is now in your command and start to move. You need the help of your left hand to grip your right wrist to stabilize it.
- 3. The secret comes at this point: without letting the audience see it, extend the pointer finger of your left hand secretly to hold the wand in place. Now open the fingers of your right hand, one by one with your left hand still holding your right wrist. With your right hand fingers all opened, the audience will see the wand magically sticking to your hand without anything holding it, just like a magnet! In front of the amazed audience, toss the wand quickly in the air and catch it. You are as clever as a professional magician!

MAGIC 2: CARD JUMP

WHAT YOU NEED: Deck of cards and the magic wand

THE SHOW EFFECT:

An audience member chooses a card, which you later put in the middle of a deck of cards. With a tap of the magic wand, the card "jumps" to the top of the deck.

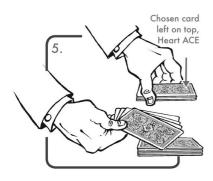




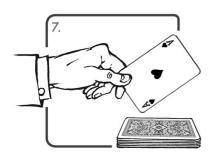




- 1. Select 8 cards randomly from the deck of cards. With the cards facing the audience, fan out 7 of the cards from your left to your right keeping 1 card hidden behind the fan (the hidden card). This is the secret of the trick. You will need some practice to do this perfectly without your audience noticing that there is one card hiding.
- 2. From the audience's view, they will only see 7 cards facing them without noticing the one card hiding behind the fan. Ask one of the audience members to point at one of those cards facing them. Ask the member to memorize the card and tell the position of it in the fan from your right (the top first card of the fan). In the example, the audience member chooses the Ace of Hearts, which is the "fourth" card from their view. (Secret: From your view, it should be the "fifth" card when you count together with the hidden card)
- 3. Retrieve the fan and put all cards, including the hidden card, back onto the top of the deck. Now you should have the hidden card placed on the top of the deck without the audience noticing it.
- 4. Tell your audience that you are going to put the chosen card into the middle of the deck. In the example, the chosen card, i.e., Ace of Hearts, is the "fourth" card, so take 4 cards from the top of the deck. Now tell the audience that the fourth card in your hand is the card he/she has chosen.







5. Do not show the cards to your audience. Slip all 4 cards in the middle of the deck. (Secret: the chosen card, i.e. Ace of Hearts, is in fact the fifth card from the top. It has not been slipped into the middle of the deck. Instead, it is now the first card in the deck.)

6. Now tell your audience that you have a special connection with the chosen card, and with a tap of the magic wand, it will jump to the top of the deck. Now, tap the deck of cards, and say, "Jump!"

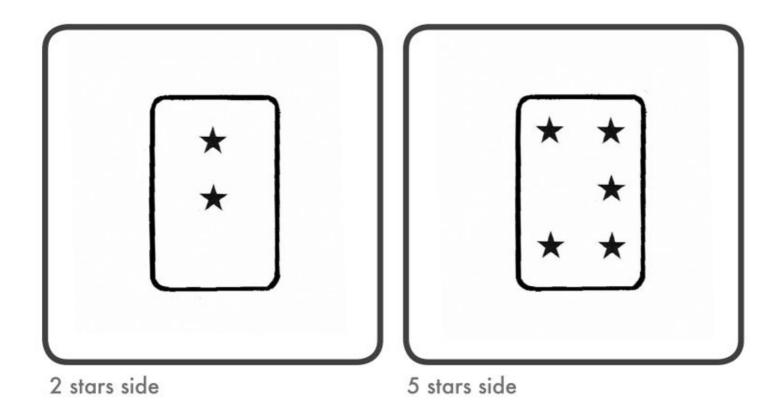
7. Reveal the card at the top. It should be the chosen card, i.e. Ace of Hearts.

MAGIC : SHOOTING STARS

WHAT YOU NEED: The specially designed star card

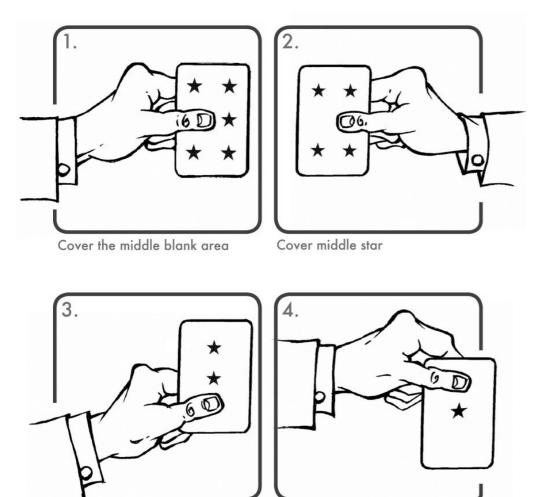
THE SHOW EFFECT:

The number of a card "magically" changes in your hand.



SECRET:

This is a specially designed trick card. By skillfully covering the "stars" or "blank areas" on the card with your fingers, the number of stars on the card appears to change. Again, practice makes perfect!



Cover bottom blank space

Tell your audience that you have the magical ability to change the number on a card.

Cover top star

- 1. On the side with 5 stars, cover the blank area in the middle. Show it to your audience, it appear to look like "6".
- 2. Change your finger position quickly and cover the star in the middle. Show to your audience, it now appears as a "4".
- 3. Now turn your card to the other side, cover the blank area at the bottom. You have now made it appear as a "3".
- 4. Change your finger position again quickly to cover the star at the top; it will look like an "Ace".

MAGIC: MYSTIC NUMBERS

WHAT YOU NEED: 6 of the mystic number cards, a pencil and a piece of paper (not included)

THE SHOW EFFECT:

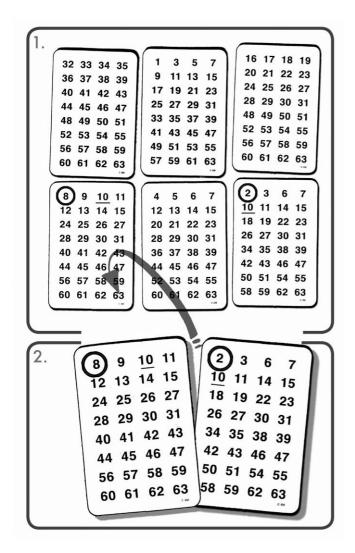
Using the Mystic Number Cards, you could "read" the mind of your audience and tell them the number they are thinking about.

SECRET:

The number in the mystic cards is specially arranged. Just show the cards to the audience and ask them which card contains the number they are thinking about. For those selected cards, take the number shown at the top left corner. The sum of them will equal to the audience's number in mind. You will never miss it!

HOW TO PERFORM:

Ask an audience member to pick a number between 1 and 63. Explain that you want the person to write the number down without telling you what number he has chosen. In this example, the audience member chooses number "10".



- 1. Show the 6 Mystic cards to the same audience member one at a time. Ask the audience member to select the cards that have the chosen number on it. There are only two cards that contain the number "10".
- 2. Now retrieve those cards containing the audience's chosen number. The numbers at the top right corners are "2" and "8". The sum of them is "10" which is the audience's chosen number. Say your answer to your audience. Then ask the audience to reveal the number he/she has written on the paper. It's magic!

MAGIC: THE GREAT ESCAPE

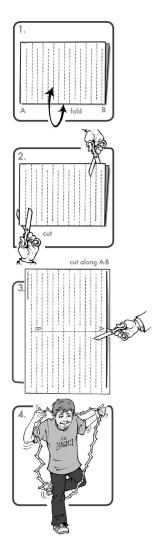
WHAT YOU NEED: The escape paper (paper with dotted line printed on it), scissors from home (adult supervision required).

THE SHOW EFFECT:

Show to your audience how you could escape through a tiny piece of paper that is no bigger than 2 postcards.

SECRET:

The dotted lines on the great escape paper are specially arranged. Simply fold and cut the paper by following the dotted lines. It will make a big ring that your body could pass through. Everyone loves this trick! Handy Hints: If you want to repeat this trick again and again, get some photocopies of the escape paper before you cut the one supplied in this kit.



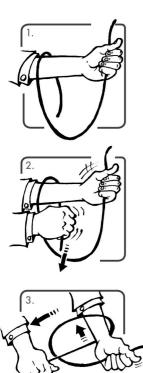
- 1. Fold the paper in half along A B, with the dotted lines facing out.
- 2. Cut along each dotted line perpendicular to A B with the scissors. Be careful not to cut all the way to the edge of the paper.
- 3. Once you have cut along each of the dotted lines, cut along the folded edge A B. Once again, be careful not to cut all the way to the edge.
- 4. Pull the paper open carefully. It is now like a big ring that you can step through it. You have escaped! Simple!

MAGIC 6: TRICKY KNOT

WHAT YOU NEED: The piece of rope

THE SHOW EFFECT:

This is a neat little trick that makes it appear as though you have tied a knot in the middle of a piece of rope, while holding both ends in your hands and without letting go!





Ask an audience member to come to the stage. Ask the audience member to hold the ends of the rope with both hands. Challenge the audience member to make a knot in the middle of the rope without letting his or her hands leaving the rope. It cannot be done! Now, it is your turn.

Remarks: Do the steps in diagram 1-2 quickly without letting the audience notice.

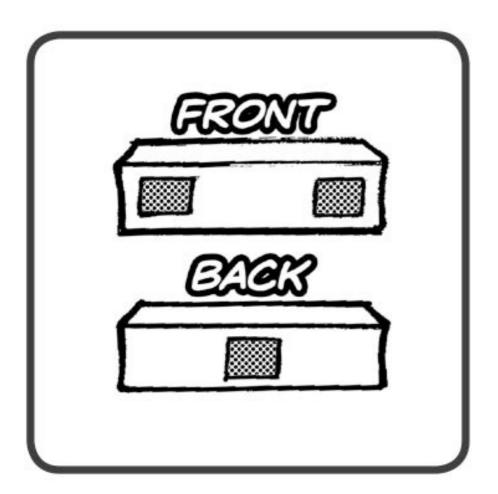
- 1. Hold one end of the rope in your left hand. Now toss the other end over your forearm so it is hanging on your arm as shown.
- 2. Take hold of the other end of the rope with your right hand by reaching through the loop. Pull your right hand a little back out of the loop. Now show to your audience that you have both ends of the rope in your hands. You are going to make a knot in the middle of the rope without moving your hands from the ends of the rope.
- 3. To make the knot appear, simply lower your right hand; pull the end in your left hand back out of the loop at the same time allowing the rope to slide over your hand.
- 4. Pull the ends apart and presto! You've done the impossible!

MAGIC: CHANGING DICE

WHAT YOU NEED: Dice, the magic wand, the special plastic tunnel with two windows at one side and one window at the opposite side.

THE SHOW EFFECT:

Show to your audience that you can magically change the number of the dice whenever it passes through the magic tunnel.

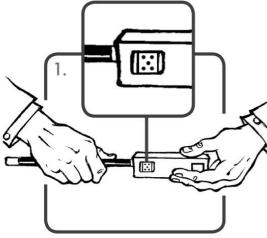


SECRET:

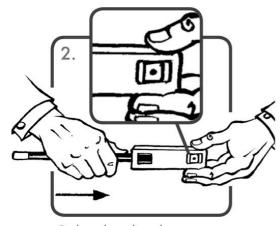
This plastic tunnel is a specially designed magic prop. When the dice pass across the small opening at back, it turns over leaving a different number showing.

HOW TO PERFORM:

Show to the audience the dice to prove that it is a real one.



Push in dice



Push and number changes

1. Hold the plastic tunnel in one hand with the two-windows-side facing the audience. Always hide the side with one small window. Slide in the dice from one end and show the number to the audience at the first window. It's a "5" in the example.

Say the number to the audience, "Does everyone agree that the number 5 is showing?"

2. After everyone has looked at it and agrees with you, push the dice along the tunnel with the wand. When the due reaches the hidden small window, it rolls secretly due to friction and changes to another number. Say the magic word and it changes! In the diagram, it changes to "1".

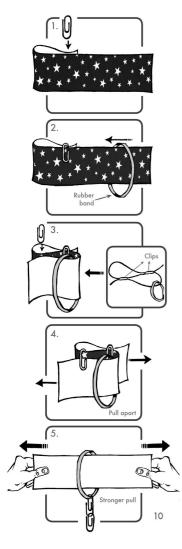
Hints: Roll the tunnel slightly so that the dice will slide on the surface where the small window is located. Otherwise the dice will not roll.

MAGIC 8: MAGIC CLIPS

WHAT YOU NEED: 2 paper clips, the long paper stripe and 1 rubber band

THE SHOW EFFECT:

With a paper stripe, interlock the two clips and the rubber band to a loop without touching them.



- 1. Clip the paper stripe with the clip as shown in the diagram.
- 2. Slide in a rubber band from the loose end.
- 3. Clip the loose end as shown. The paper should now be in an accordion-fold with two paper clips attached and a rubber band in between.
- 4. Tell your audience that you are going to interlock them as a loop without touching them. Now grip the loose ends of the paper stripe and pull them away slowly from each other.
- 5. Give a strong, quick pull when the clips and the rubber band are coming near each other. Presto! They are now in a loop!

MAGIC 9: MAGIC PENDULUM

WHAT YOU NEED: The magic wand, thread and the star shaped pendulum - tie the three together to make the magic pendulum; the sheet of pictures which contains the picture of rabbit, dove and others.

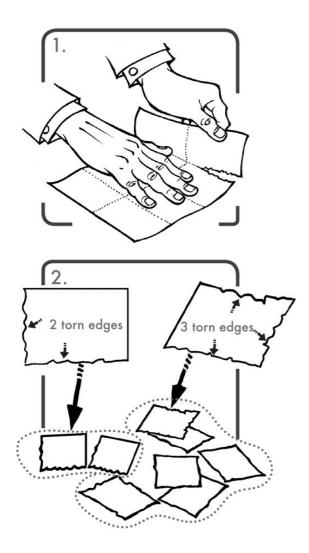
Handy Hints: If you want to repeat this trick, get some photocopies of the pictures before you tear up the one supplied in this kit.

THE SHOW EFFECT:

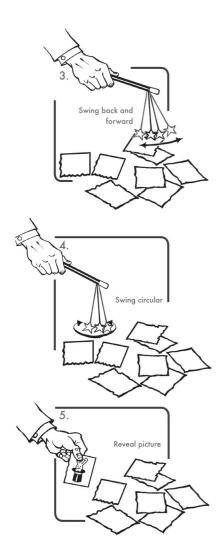
Show your audience that you have a magic pendulum. Even with the pictures facing downward, it will identify the pictures of animals (rabbit and dove in our magic) by moving in a circle. Otherwise, it will swing back and forth for the pictures of non-living objects (wizard hat, moon/star, lightning and key).

SECRET:

The position of each picture is specially arranged on the sheet. When the sheet is torn into eight pieces, the pictures of animals (rabbit and dove) will have two torn rough edges, whereas the pictures of non-living objects will have three torn edges. Even with the pictures facing down, you could tell whether a particular picture has animal or non-living object on it by counting the number of torn edges. Without the audience noticing it, move your wrist slightly so that the pendulum swings backward and forward over the pictures with three torn edges, and swings in circles over the pictures with two torn edges. It looks as if your Magic Pendulum is really working.



- 1. Show the sheet of 8 pictures to the audience. Tear the sheet of pictures into eight equal parts.
- 2. Ask an audience member to shuffle them and spread them face down on the table. Identify the pictures by secretly counting the number of torn edges. Tell the audience that you have a Magic Pendulum that can identify all the pictures of animals. The pendulum will swing in a circle on those pictures with animal; otherwise, it will swing back and forward on pictures with non-living objects.



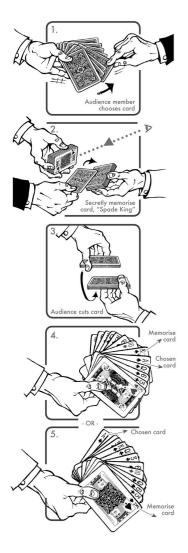
- 3. Suspend the Magic Pendulum above the pieces of paper with three torn edges. Without the audience noticing it, slowly move your wrist and swing the pendulum backward and forward. Tell the audience that it is a picture with a non-living object, and not the paper you are looking for.
- 4. Now suspend the Magic Pendulum on a paper with two tough edges and swing it in a circle. Tell the audience that it is the picture you are looking for. It is a picture of an animal.
- 5. Turn over the paper to reveal your magic power! Repeat the above until all four animal pictures are revealed.

MAGIC 10: SMELLY CARD

WHAT YOU NEED: Deck of cards

THE SHOW EFFECT:

Tell your audience that you have magic smelling power and you can use your power to locate a card chosen and placed in a deck by an audience member.



- 1. Ask an audience member to pick a card from the deck and memorize it. Distract the audience by asking the audience member to show the card to other audience members. Ask your audience to check if there is any special smell on the card too.
- 2. Secret: When the audience member is busy showing the card to other audience members, separate the cards in two piles and hold them with your hands. Secretly look at the bottom card in your right hand. Memorize the card. In the example, it is a King of Spades. Ask the audience member to place the card onto the top of your left hand pile.
- 3. Ask the same audience member to cut the cards: divide the deck into two, and move the upper half under the lower half.
- 4. Now fan out the whole deck of cards. The secret comes here: since the card chosen by the audience member was placed in the deck under the memorized card, i.e. King of Spades, the card that follows the King of Spades is the chosen card. In this example, it is the Ace of Spades.
- 5. However, there is also the possibility that the chosen card and the memorized card are separated if the audience member happens to have cut the cards in between them (though the possibility is very small). If this happens, you will see your memorized card, i.e. King of Spades, at the bottom of the deck. In this case, the top card of the deck will be the chosen card, i.e. Ace of Spades.

Follow the above, no matter how many times your audience cuts the cards, you will be able to locate the chosen card. Do not ask your audience to shuffle the cards, as the magic may not work in this case. By now, you should have located the chosen card without the audience noticing it. Pretend that you sniff the cards for a while and exercise your magic smelling power. You pick and reveal the chosen card "magically"! Presto!

MAGIC 11: THE X-RAY SEE THROUGH

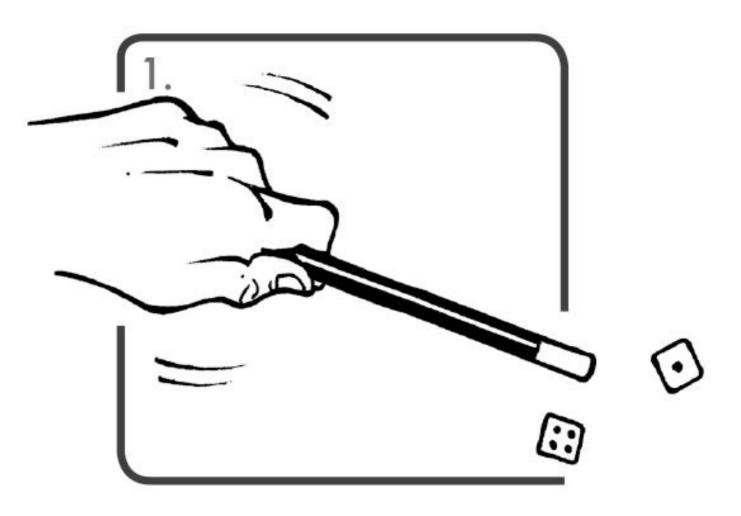
WHAT YOU NEED: Dice x 2, the magic wand

THE SHOW EFFECT:

This is a trick to show your "magic power" to see through the other side of the dice.

SECRET:

The opposite sides of a dice always add up to "7". If "1" is on the top, "6" will be underneath; if "2" is on the top, "5" will be underneath; and if "3" is on the top, "4" will be underneath. It all adds up to "7" really!



Tell the audience that you have the magic power to see through the other side of the dice and to add up the sum accordingly. Show the dices to your audience. Ask an audience member to check them so everyone can see that they are not trick dice.

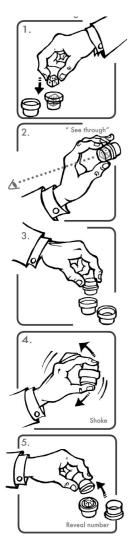
1. Now toss the dice onto the table. Ask your audience to be quiet, as you need to concentrate in exercising your see-through power. Now tap your wand once, using the above formula to identify the number underneath secretly and add up the sum. In the example, the dice are 1, 4 on the top. Therefore, the other side of them should be 6, 3 and the sum is thus 6 + 3 = 9. Now, tell the audience your answer of the sum. Reveal the other sides of the dices. They add up like magic.

MAGIC 12: TALKING DICE

WHAT YOU NEED: The magic cylinders (both small and big), dice x 2

THE SHOW EFFECT: Tell the audience that you can talk with your dice and will reveal whatever dice number they choose.

SECRET: The cylinder is a specially designed magic prop. You can see through the dice number inside without the audience noticing it.



- 1. Give the two dice to a selected member of the audience. Ask the audience member to choose a number from one of the dice. Now ask the audience member to place both dices inside the small cylinder with the chosen dice on the top and the chosen number facing up. In this example, the audience member chooses "3". Without showing you, the audience member replaces the lid. Ask the audience member to hand back the small cylinder to you.
- 2. Distract your audience by giving them the large cylinder for inspection. While they are doing the inspection, turn the small cylinder toward yourself secretly, making the dice slide toward the lid. The secret comes here: the lid surface of the small cylinder is so thin that you could see through it and read the dice number inside. You can now see the number through the lid. Remember the number. It's a "3". Do not look at it for too long or your audience will discover the secret.
- 3. Simply place the small cylinder inside the large cylinder with the lid facing up again.
- 4. Shake the container and put it against your head, pretending that you are concentrating really hard. Tell the audience that you know the number and say out the number loudly.
- 5. Open the cylinders to reveal the number. It's a "3"! Great job!
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