

Magic For Beginners

The fun way to learn MAGIC!



First Edition

By Joseph Then

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Introduction

As every true magician knows, a master conjurer can make magic happen anytime, any place – once he or she has mastered the essentials. *Amazing Magical Secrets For Kids* is the perfect place to begin to learn the basic.

In this book, you will learn simple stunts, mental magic, spelling magic, money magic and more!

Within just a few minutes, everyday objects at hand, you'll be amazing your friends and parents!

Basics

In learning magic, always remember: PRACTICE!

You must practice every trick, no matter how simple it is. This is a true mark of a magician. An illusionist may take 1 year to practice a trick that is only 10 minutes long. That amount of practice is required in order to perform.

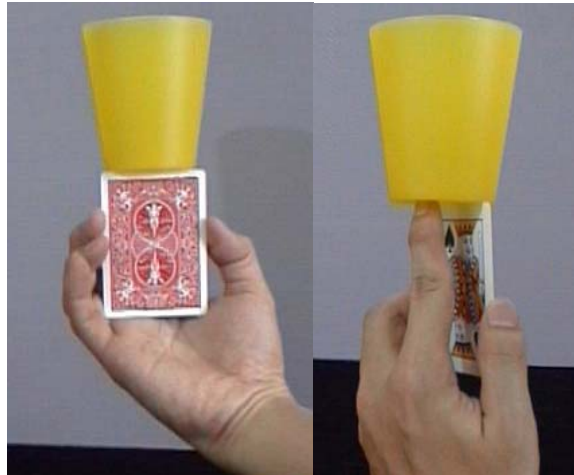
As any true magician says: PRACTICE! PRACTICE! PRACTICE!

If you are ready, let's get started!

The Balancing Tumbler

Effect: You balance a cup (use plastic cup!) on the thin edge of a playing card!

Method: The card is really balancing on the edge of the card AND the tip of your index finger as shown to the right. Be sure to use a plastic cup for this and with a little practice it'll look like you have an incredible sense of balance and dexterity!



Disappearing Water

Effect: You pour water into a cup. Next you turn the cup over, the water is gone!

Secret: Prepare a kitchen sponge and put it into the cup, filling only 1/3 of it. Make sure that the cup is opaque so that the audience cannot see the sponge. Pour enough water to wet the sponge. Turn the cup over, the water is 'gone' because it is absorbed by the sponge!

Three Cup Challenge

Challenge: Can you arrange all three cups so they are upside-down by moving two cups at a time, in only three moves?

You can if you turn the marked cups as in the picture to the right. Move the cup with the dot (it's shown in the position it will be in AFTER it is moved).



Coins Through a Hat

Effect: A group of coins are dropped into a hat that is sitting on top of a glass. One of the coins does not stop at the bottom of the hat, but instead, passes through the hat and into the glass!

Method: A coin is secretly resting on the rim of the glass and held in place by the hat. When the handful of coins are dropped it jars the hidden coin gets loose creating the illusion that a coin has passed through the hat.



Coin Through Elbow

Effect: Make a coin mysteriously vanishes into thin air!

Display the coin in your hand, and then rub it into your elbow, announcing you are going to make it disappear! After a few moments drop the coin onto the table and say it usually works better with the other hand.

Pick the coin up and pretend to put it into the other hand. Then, pretend to rub "the coin" into your elbow, while the hand that is really holding the coin goes up behind your ear. Drop the coin into the back of your shirt collar, and then show that the coin has vanished, and both hands are absolutely empty!

The Karate Dollar

Effect: Have your friend hold a pencil between his two hands. Take out a dollar bill and fold it in half length-wise. Tell him that through sheer force of will, you will break the pencil with the dollar bill. Holding the dollar at one end, you karate-chop the pencil with the dollar bill, snapping it in two!

Secret: First, hand your friend a pencil and ask him to hold it very tightly (this is important) in the fists of each hand. Tell him to hold the pencil at the very ends, but securely.

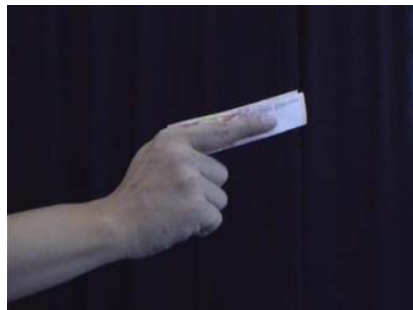


You take out a dollar bill (or any note, for that matter) and fold it in half length-wise, that is so the fold is along the longer part of the bill.

Hold the dollar in your hand, between your thumb and middle finger. Your first (pointer) finger should be free. The fold of the dollar is towards the floor.

Next, tell your friend, "I will now karate-chop this pencil in two, using my sheer will and this flimsy paper dollar bill!"

What you will do now is to bring down the dollar towards the pencil on three counts. So, you say, "One!", and you bring down the dollar fast towards the pencil, stopping short of contact. "Two!", doing the same thing.



Now, bring down the dollar again for "Three!", but as you do, **stick your free index finger into the fold of the dollar!** This will cause the pencil to break in two.

You have just demonstrated that there is power in money!

Mental Miracle Mystery

Effect: While you are out of the room, or have your back turned, people select any item in the room to think of. When you return, a friend points to a bunch of items slowly without saying a word. You announce what the item is - and you are absolutely correct!

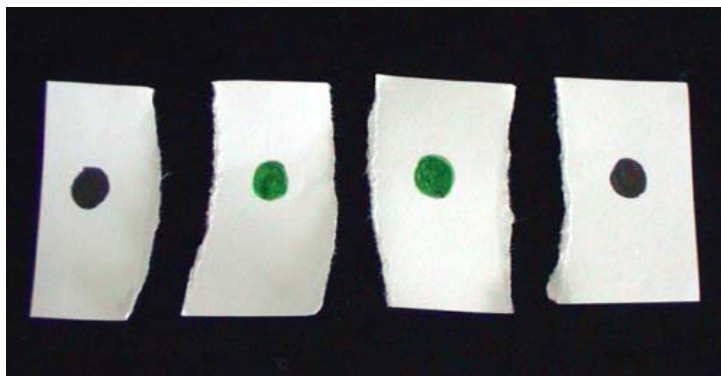
Secret: Your friend is in on the trick and acts as your assistant. The third object he points to is the chosen item. Wait until a few more objects are pointed to before making your revelation. If you are asked to repeat the effect, use the fourth item the next time!

Colors By Touch

Effect: A strip of paper has two green dots and two black dots drawn on it. A spectator tears the strip into four pieces without you looking and drops the pieces into a paper bag.

You announce the color of the dot on a piece of paper before you pull it out. You've determined the color simply by touching it!

Secret: When the strip of paper is torn the green pieces have **two rough edges** and the black pieces have only **one**. You simply feel the edges of the paper before announcing the color!



The Crayon Color Prediction

Effect: A spectator is given 3-6 crayons of different colors to choose. He selects one and hands it to you behind your back. You claim that you can tell what color the crayon is, simply by holding it. You then announce the color of the crayon, proving that you can do what you claimed!

Secret: When the crayon is behind your back you dig your thumbnail into the crayon and get some of the color under your nail. When you bring your hand around to your front you secretly sneak a peek at the daub of color under your nail and you know what color the crayon is.

Performance Tip: Don't be too obvious about looking at your fingernail - you can tell the color quickly - so don't take too long.



Dice Prediction

Effect: Show a single die and ask a friend to roll it landing on any number. Explain that you can magically predict the outcome of your friend's roll before the die is thrown. Explain that you will write a number on a slip of paper and turn the paper face down on the table.

Turn your back and ask your friend to follow your instructions. First your friend is to roll the die. Now look at the numbers on the top of the die and the one on the bottom which is resting upside-down on the table. Add these two numbers together and divide by 2. The answer to the problem will be found written on the slip of paper.

Secret: It is very simple and works every time. All dice are made the same way. All dice have six sides and the two opposite sides always add up to seven. There are 3 possible combinations for your friend to roll; 5 and 2, 6 and 1, or 4 and 3. All these combinations equal 7. The answer 7 divided by 2 will always be $3\frac{1}{2}$

Write on the slip of paper...



It will fool them everytime.

Mathematic Prediction

This is a great trick to perform for your parents!

Effect: You jot down your "prediction" on a piece of paper and fold it. Using some number calculations, the spectator arrives at the number 1,089. Your prediction and their number match!

Secret: Give the spectator a piece of paper and a pencil. Tell them to write near the top of the paper a three-digit number, where all the numbers are different. Example: 289 or 302, not 303 or 555, etc. They must all be different. (NOTE: It doesn't work if all the numbers are the same or if the number is symmetrical like 202.)

Tell them to reverse the three-digit number and if it is a larger number than the original one, to put it above the original number. If it is a smaller value, ask them to write it below the original number.

Tell them to subtract the smaller value from the larger value.

This is important: Ask them if the resulting number is a two- or three-digit number. If it's a two-digit number, you know that it's 99. But, just tell them to put a zero in front of the two-digit number. If the result is a three-digit number, just continue.

Tell them to reverse the digits of the resulting number and add both three-digit numbers together.

The result will be 1089. Neat, eh?



The Priming Illusion

	1000
	20
	30
	1000
	1030
	1000
+	20
<hr/>	
	???????

This is a wonderful priming illusion involving simple addition that will even catch bank tellers and mathematicians. Add up the row of numbers. What is your answer?

Do it again. Most people get the answer **wrong!** Try it on your friends for hilarious results.

After they have confirmed their answer, use a calculator to check the **ACTUAL ANSWER!**

The answer is: 4100

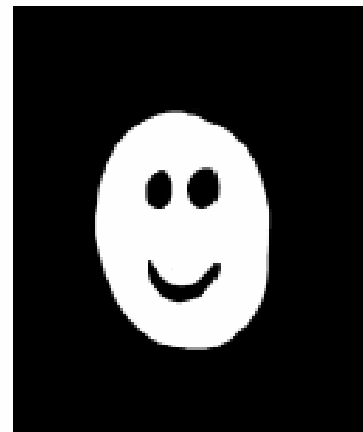
5 + 6 = 9?

Can you add five more toothpicks to the six shown and end up with nine? It's easy when you know the secret as show to the right.



Smile on the Wall!

Stare at this picture and slowly count to fifty. Now look at a lightly colored wall and watch as a ghost of the image appears on the wall! It's a cool optical illusion.



Eleven Fingers



Requirements: Ten Fingers

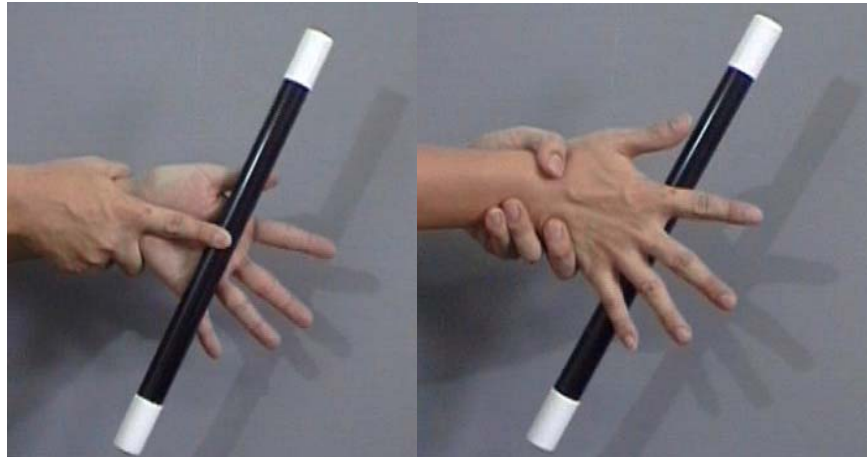
Tell your friends that you have eleven fingers, and you can prove it! Using your right forefinger to point with, touch each finger of your left hand, counting "One, two, three, four, five". Then with your left forefinger count the fingers on your right hand, "Six, seven, eight, nine, ten".

Say "Funny, I know I had eleven. Let's try again". This time count backwards, pointing to the fingers of the left hand say "Ten, nine, eight, seven, six...". Then stop, hold up the right hand and say "Plus five equals eleven!". Do this quickly, without pausing!

Magnetic Hand

Effect: A ruler, pencil or magic wand appears to be magnetized to your hand or held there by static electricity.

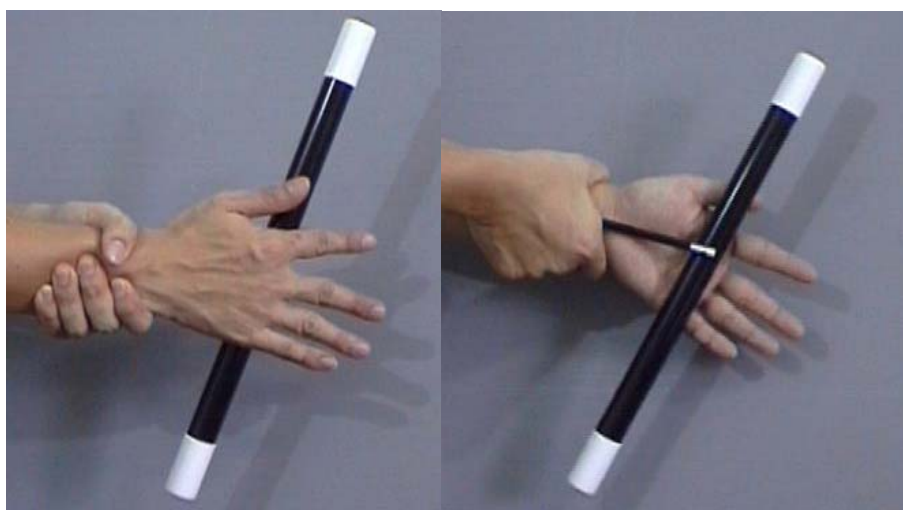
Secret: Your index finger is extended against the palm of your hand and is holding the object in place. The rest is acting on your part.



Magnetic Hand #2

Effect: This is a great follow up to the above effect - the effect to the audience is the same, but changing the method makes it even more baffling!

Secret: An extra pencil gripped as shown holds the wand in place. You can also tuck the extra pencil into your watch band if you have one!

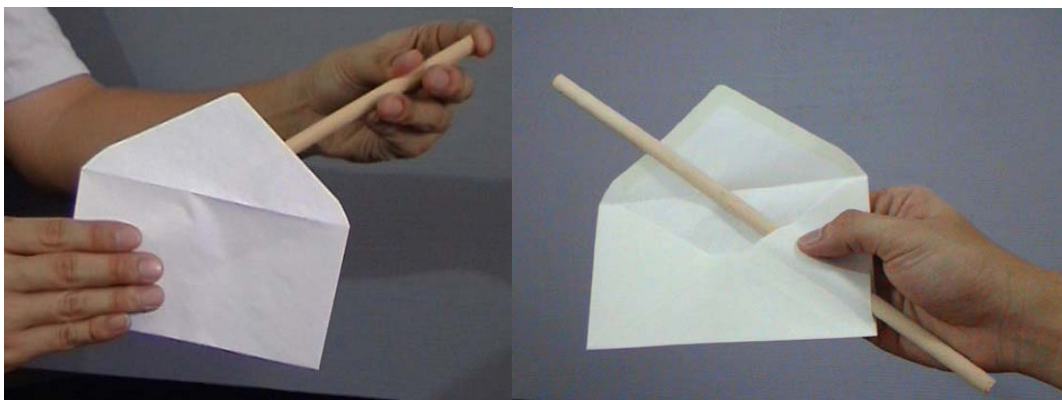


Envelope Surprise

Effect: You pull a ruler out of an envelope that is much too small to hold it.

Secret: The envelope has been secretly prepared with a slit in one of the corners. The ruler passes through that slit and is hidden in your sleeve, or behind your hand, the rest of the ruler is in the envelope. You open the flap and pull out the ruler.

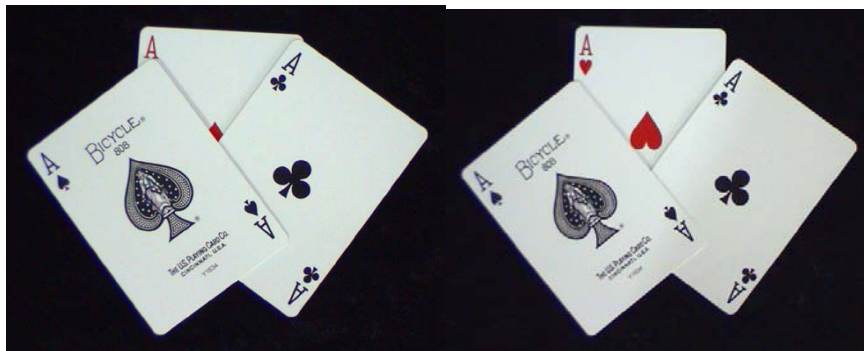
Performance Tip: To make this seem even more impossible lay the ruler on top of the envelope to emphasize that it could not possibly fit inside. Be sure to lay the slit down.



The Vanishing Diamond

Effect: Three aces are shown, the club, spade and diamond. You turn them face down and place them, one at a time into a full pack of cards and have a volunteer shuffle them. Now have them find the aces. They can't find the Ace of Diamonds – then you pull it from your pocket!

Secret: You really have the Ace of Diamonds in your pocket at the start of the trick. The Ace of Diamonds that you show is really the Ace of Hearts held upside down and covered with the two black aces as shown in the top illustration. This creates the illusion that you are showing the ace of diamonds. Once again - the rest is acting!



The Four Robbers

Effect You place the four Jacks within the deck. You tap the deck, and they magically rise to the top!

Supplies You Need

- An ordinary deck of cards

Setup

Find the four Jacks from the deck of cards and take them out. Now take any four cards and put them behind the Jack closest to you. They must never show to the audience, who will be directly in front of you



Picture 1



Picture 2

How to Perform

Do this trick quickly, and tell the story to the audience so they are entertained and do not focus on how you are doing the trick.

After setting up the cards, fan out the four Jacks, keep the other cards hidden behind the Jack, and show the Jacks to the audience. (See Picture 2)

Start to tell the story of the 'Four Robbers.' Say, "There were once four robbers who were caught and sent to jail. But no matter what the guards did, they kept escaping. No jail could hold them. This deck of cards represents the jail."

Fold up all the cards in your hand and place them on the top of the deck, face-down.

Continue with the story. "The first robber escaped and the guards couldn't find him." Take the top card (which is not a Jack) and put it all the way into the deck, towards the bottom. Keep the face of the card hidden from the audience as you do this.

Now say, "The second robber got out in the middle of the night and the guards chased him until the morning when he finally got away." Take the top card and put it all the way into the deck somewhere in the middle. "The third robber dug a hole and got out of the jail while the guards thought he was inside." Take the top card again and put it all the way into the deck near the middle. Say, "The fourth robber disguised himself as a guard and walked right out past them." Again move the top card into the deck.

Now finish the story and the trick. "A few days later, the guards got lucky. They were searching in a nearby town and-- what do you know? All four robbers were caught together!" As you say this, tap the deck and take the first four cards one by one and place them on the table, face up so everyone can see that they are the four Jacks!

The next card I turn is your card...

Effect: Illusionist riffles through the deck, and asks the spectator to say "stop" before reaching the end of the deck. Spectator takes the card from the remaining cards, and remembers it. Illusionist takes the card, replaces it on the top of the deck, and then cuts the deck a few times. Then, the illusionist takes a few cards from the bottom and counts them down, placing each counted card face up. The spectator will notice that his card is among those dealt to the table. Suddenly the illusionist stops counting, and says: "Do you believe that the next card I turn over, will be your card???" The spectator replies "no", since he saw his card dealt already, and there is no way his card is next. The illusionist then reaches over to the table, takes the chosen card, and turns it over!

Secret: After shuffling the deck, take a sneak peek at the bottom card, and remember what it is. When the spectator chose his card, take it and place it on top of the deck, or have them place it on top. Now, when you cut the deck, the card you secretly remembered will be lying on top of the spectator's card.

Cut the deck a few more times. You can even let the spectator cut it. Turn the cards over, and find the spectator's card. It will be the one lying on top of the secret card. When I say "on top", I mean that if you are looking at the faces of the cards (which you should be doing, since you are looking for the spectator's card), you will see the spectator's card BEFORE you see the secret card.

If the bottom card (The first one you see when looking) is the secret card, then either to last card in the deck will be the spectator's card, or your trick went wrong. Be carefull not to cut the deck too many times. Once you find the spectator's card, count about 5 or 6 more cards, and put the rest down.

Since you now know which card the spectator chose, the rest is simple. Deal all the cards one-by-one from the top (face down) until you deal the spectator's card. Try to make sure that the spectator see's you dealing his card, and then deal 3 or 4 more cards. You should have at least 3 or 4 cards still in your hands.

Now, ask the spectator the big question, and when they say "No" (which they should, since they saw you pass their card), reach into the dealt cards, grab the spectator's card, and turn it over. Voila!!!

The ABRACADABRA Card Trick

Here is a great card trick that has the advantage of being self- working!

REQUIREMENTS: 21 random cards from any deck.

To perform the trick: Take 21 cards and deal them out into three columns by dealing seven rows of three. Deal three cards across for the first row, then another card on top of each for the next row, and so on until you have seven rows of cards in three columns for a total of 21 cards. Make sure you deal out each of the rows so you can still see the cards behind it.

Now have someone think of any card in one of the columns, and then tell you which column the card is in. Pick up one of the other columns, then the column he chose, and then the last column, so that the column with the chosen card is between the other two.



Deal them out again the same as before, and have your volunteer tell you which column the card is now in. Again, pick up the cards so that the column he pointed to is between the other two.

Repeat the process of dealing out the cards, having him tell you which column his card is now in, and picking up the cards so that the column with his card is between the other two columns. You have now done this three times, and it's time to find his card!

Hold the cards face down in your hand, as if you were going to deal them out again, but instead ask your volunteer if he has ever heard the magic word ABRACADABRA. Say that not many people know it, but ABRACADABRA is a magic word for finding things, and that you'll show him what you mean.

Spell the word ABRACADABRA, and for each letter deal one of the cards face down on the table. When you reach the last "A", pause, and then turn over that card. It will be the chosen card! As long as you spell ABRACADABRA right, this trick will work every time!

The Jumping Match

Effect: The magician removes 2 matchsticks from his pocket and places one across the palm of his left hand. The 2nd match is slipped under the first. Suddenly, the 1st matchstick moves on it's own!

Secret: Place the first match across your left palm. Position the end of this match so that it is resting against the side of your first finger with the head of the match pointed towards you.

The 2nd match is held between the thumb and the first finger of your right hand. Your 2nd finger presses its nail against the back side of the match.

If you apply pressure against the match with the nail of the 2nd finger, and slowly slide the match across the nail, the match will create VERY SMALL vibration which is enough to move the 1st match.

Position the 2nd match under the 1st match as shown. Then secretly slide your right 2nd fingernail across the match as described. The 1st match will move and even jumps on its own!

Note: You can also use toothpick for this trick.



Figure 1



Figure 2



Figure 3

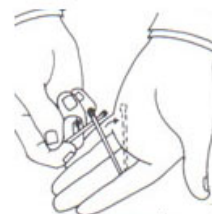


Figure 4

Afghan Bands

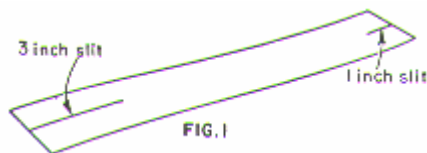
Also known as "The Perplexing Mystery Of The Moebius Bands", this is a self-working trick that seems to defy logic! A loop is cut in half lengthwise, but instead of two loops, you have one long loop! You try again, but now instead of two separate loops you have two loops linked together! Even you will be amazed when it happens!

REQUIREMENTS:

A strip of newspaper or cloth cut about 4" wide by 3' long. Cut it so the the grain runs with the length of the strip. Paste or glue is also needed.



Moebius strips are a mathematical oddity that can be used in magic to produce unbelievable results. Basically, a moebius strip is a loop which has been cut at one point, given a half twist, and reconnected. It now has only one side and one edge. I know that sounds weird, but try making a simple moebius strip out of a 2" wide strip of newspaper, and run your finger around the edge. It will first go around the outside of the loop, then when it reaches the twist it will go all the way around the inside of the loop, and when it reaches the twist again, it will go all the way around the outside again. It literally has only one side, or edge.



To prepare the trick: Take your strip of cloth or paper (if you use cloth make sure it is easily tearable). At one end cut a slit about 3" long down the middle of the band. At the other end cut another slit along the middle about 1 inch long (Figure 1).



Bring the ends of the cloth or paper together to make a loop. But, before you connect the ends with glue, give one of the 3 inch slits a half twist (Figure 2), and the other 3 inch slit a full twist



Then, glue the ends together as in Figure 3.

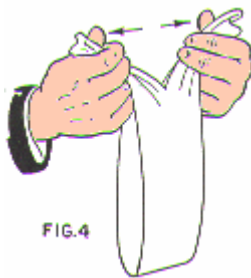


FIG. 4

To perform the trick: Take the prepared loop and tear it down the middle into two loops (Figure 4). You will now have one loop with a half twist in it, and one loop with a full twist.



FIG. 5

Now, for the really weird part. When you take the loop with the full twist in it and tear it down the middle, everyone expects you to get another two complete loops, AND YOU DO... ONLY THEY'RE LINKED TOGETHER as in Figure 5!



FIG. 6

And, when you take the loop with the half twist and tear that loop down the middle, instead of two separate loops or two connected loops, YOU JUST GET ONE BIG LOOP! (Figure 6)

The Magicians Code

1. **Practice every trick before you show it to anyone** - even your parents! There's an old saying, "A good magician never tells his secrets, and a bad magician doesn't have to." Practice, practice, practice.

2. **Never tell your secrets!** Once people know how to do a trick all the mystery is gone. Plus, if they can do the trick too, your talent and skill is no longer special to them.

3. **Never repeat a trick for the same person.** If they ask you to do it again, and they will, they are really looking for an opportunity to catch you the next time.

4. **Be a good audience member.** Now you possess some of magic's coolest secrets, if you see someone performing you **MUST** treat that person the same way you want to be treated. In other words, don't let them or the audience know that you know how the tricks are done.

5. Most importantly, you should perform magic **to entertain and mystify, not to show you are better than others.** Remember, always strive to entertain your audience and treat them with respect. Without an audience, there is no magic.