

**15 tricks  
Instruction book**



4585

## Introduction

- A lot of care went into putting together this box of magic tricks. For most tricks, you won't need to spend a long time practicing in front of a mirror. Of course, some practice is necessary. However, these tricks do not require any special slight of hand and can be quickly understood from the drawings in the manual.
- There are a few rules that every magician needs to know:
- Only perform tricks once they are mastered.
  - Never perform a trick a second time, unless the manual states otherwise.
  - Never explain how a trick is done.

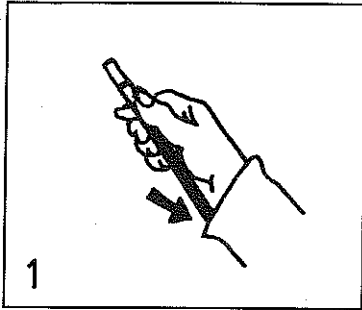
- Always hide the box and the manual well to keep the contents secret.
- If you give a performance, be sure to consider the following:
  - You should not perform too many tricks your first time: six tricks is a good number to begin with.
  - Make sure your hands and fingernails are clean.
  - Don't let the audience sit too close by — a distance of about ten feet is ideal.
  - It's handy to stand the box top on its end in front of the box, so you can hide or grab things from behind.
  - Make sure that all your

2

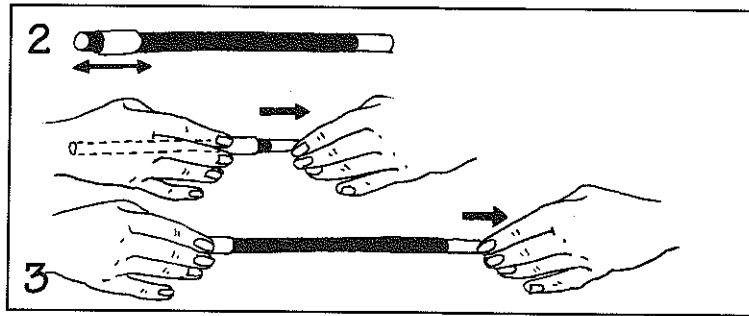
- materials are set up beforehand and that the cards are arranged in the correct order.
  - Once you have mastered the tricks, you can create variations, or make up an accompanying story. You will see that this is not difficult. In addition, the tricks "Disappearing ball" and "Where is the ball" work particularly well together. But you will first need to practice well!
- Warning!  
Tricks that require matches or fire should only be performed under close adult supervision!

**1**

## Growing magic wand



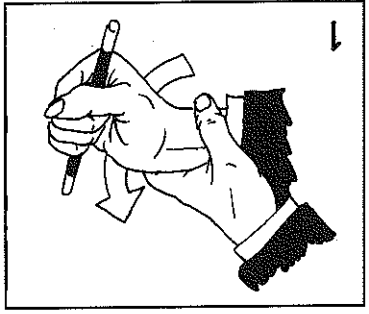
1. Preparation: slide the loose white sheath of the magic wand almost to the white tip. Hold the loose sheath firmly between your right thumb and forefinger and hide the rest of the wand up your right sleeve.



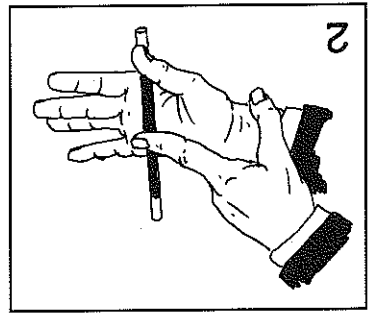
2. Stretch out your fingers. The audience will see a very short wand. With your left hand, grab the white tip of the wand keeping your fingers extended. Show both white ends to the audience.

3. With your left hand, slowly pull the magic wand out to its full length.

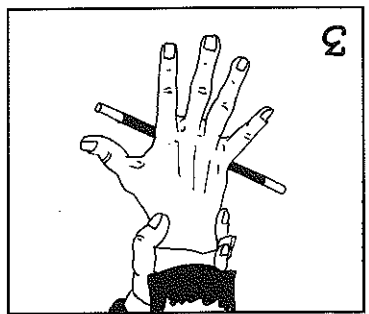
**2** Floating magic wand



1. Place the magic wand in your right hand and make a fist. Now put your left hand on your right wrist with a swift sleight of hand. Then turn both hands over, so that the back of your right hand faces the audience.



2. Put your left forefinger on the magic wand without moving your hands.

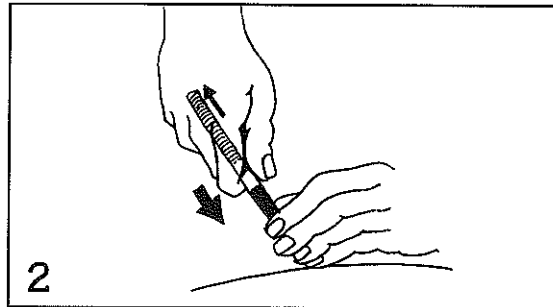
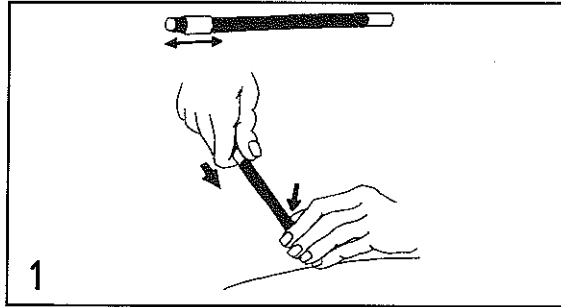


3. Now open your right hand. The magic wand will appear to be miraculously suspended behind your right hand.



### 3

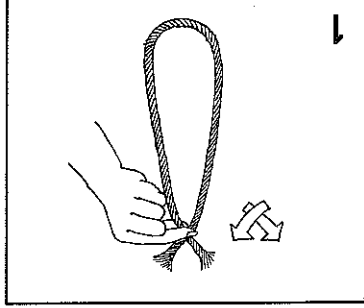
## Fake dagger wand



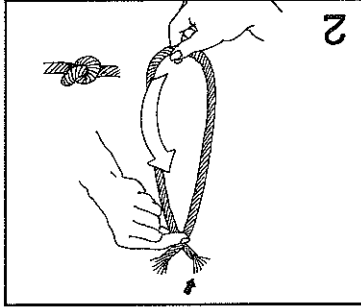
1. Ask someone from the audience to come forward. Take the magic wand in your right hand with the loose white sheath held firmly between your thumb and forefinger. Present this to the audience. Next, take the “real” end

of the wand, and place this against the arm (for example) of a volunteer. Hold it so that the white tip is concealed by the fingers of your left hand.

2. Now make a fake thrusting motion with your right hand while allowing the sheath to slide down the wand, and the black tip up into your hand and sleeve. It looks as if the wand is being pushed straight through the volunteer’s arm!

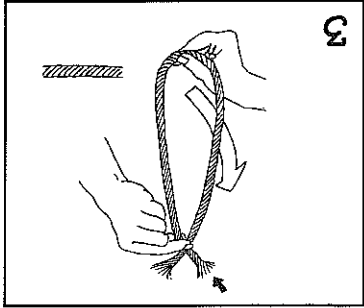


1. Hold the two ends of the piece of string crossed between your right thumb and forefinger, with the right end of the string in front of the left.

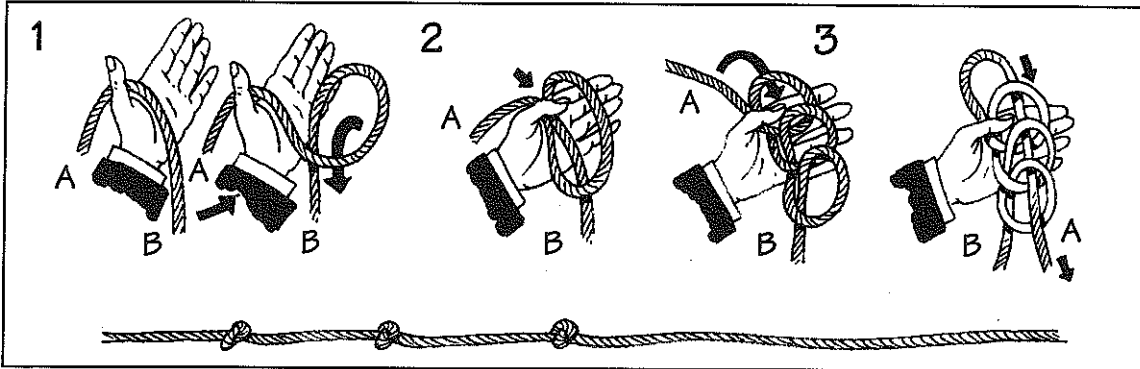


2. Take the bottom of the loop with your left hand, bring it up in front and hang it over the back string. Now take both ends and pull. A knot will mysteriously appear in the string. Now enchant the string by uttering

6



3. Repeat the action, but this time bring the loop up at the back (instead of in front). Now, when you pull the ends apart, no knot will appear.

**5****Triple knot trick**

1. Place the piece of string in your left palm and drape it over the back of your hand along the thumb. Make a loop with part B of the string using your right hand.

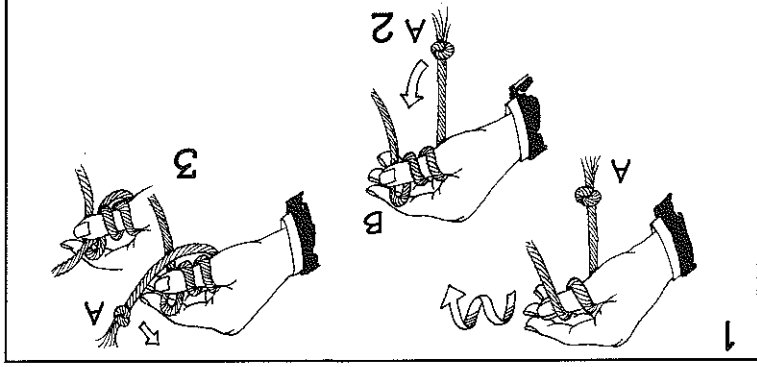
2. Place this between your left thumb and palm. Make two more loops like the first and place these on top.

3. Now feed end A through the loops from behind, and hold onto A with your right hand. If you gently let go of the loops, they will fall to form three knots in the string.

## Knot through the loop



Take a piece of string and tie a knot at one end (A). Starting with end A, wind the string around your left thumb, and make a small loop at the other end (B). Follow the directions in drawings 1 and 2 carefully, paying special attention to the way the string is positioned around the loop. While you are doing this, tell a story about, for example, how the knights in the middle ages used to have to aim their lances through rings, and how difficult this was. Now demonstrate this

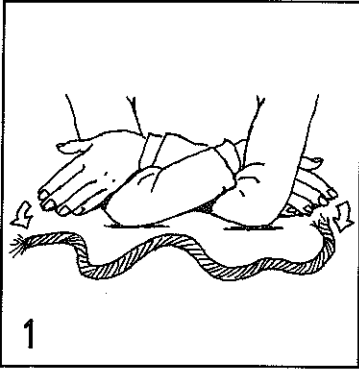


by trying to push end A through the loop. Of course the knot will prevent this. Make a few more staged attempts, and then quickly move end A behind your thumb, while keeping the string taut. It will then jump behind your thumb, giving the impression that the string went indeed through the loop.

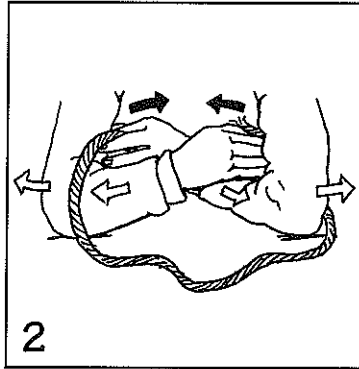


## 7

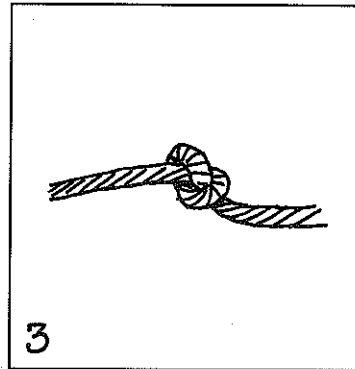
## Crossed-arm knot



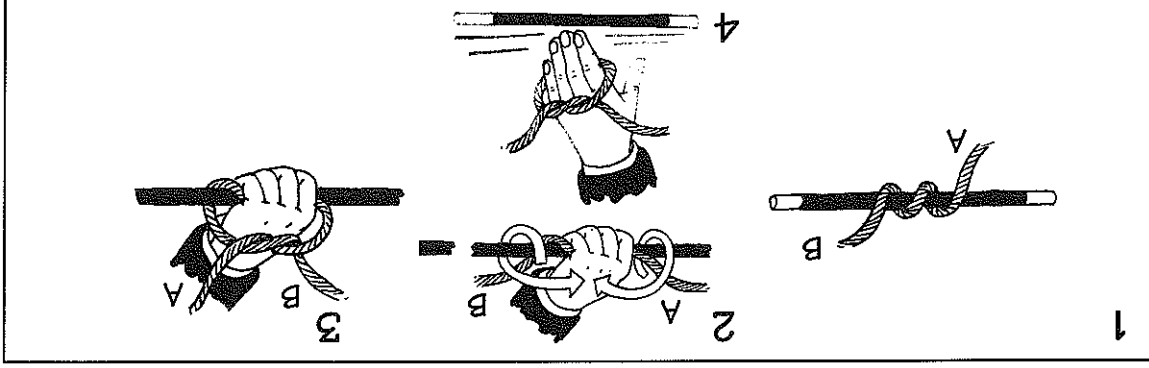
1. Put the piece of string on the table and lean behind it with your arms crossed.



2. Take the two ends of the string as shown.



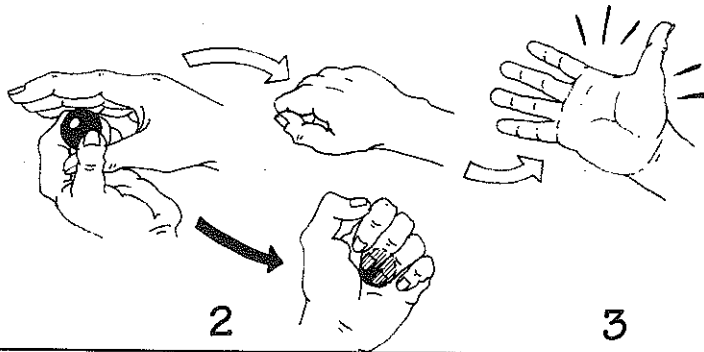
3. Now uncross your arms while continuing to hold both ends of the string. A knot will miraculously appear!



1. Take the wand in your hand and wind the piece of string around it twice, beginning at the front (A) and also ending at the front (B).

2. Ask a volunteer from the audience to hold onto the wand with his other hand covering the string. Rotate ends A and B back once.

3. Now tie both ends onto the top of the volunteer's hand, and ask him or her to open it.  
4. The wand has escaped from the string, and will fall to the ground.



1

2

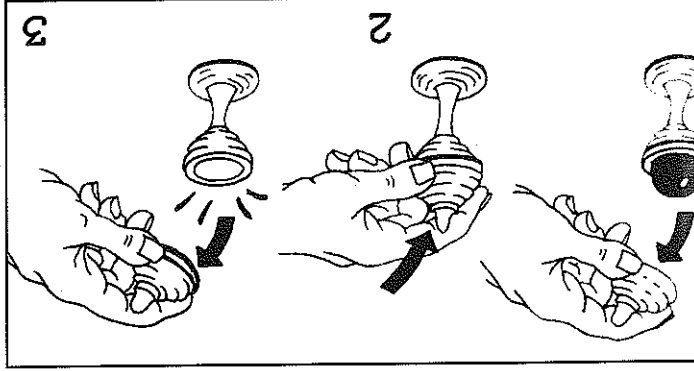
3

1. Place the ball between your left thumb and forefinger. Let the audience get a good look at the ball. Now pass your right hand over your left (with its back to

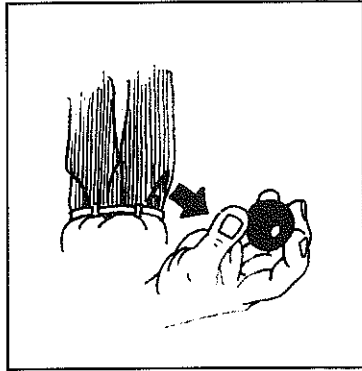
the audience) with the thumb under the ball.  
2. Pretend you grabbed the ball with your right hand, but instead, let the ball fall into the palm

of your left hand. Hold up your closed right hand to the audience as if it contains a ball.  
3. Now open your right hand. The ball is gone!

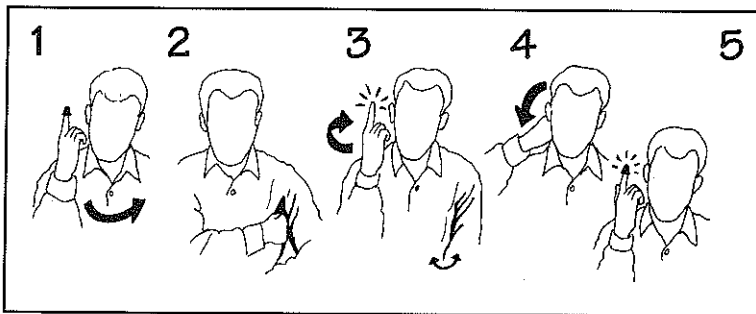
Where is the ball?



2. Put the lid back on the cup. Motion with your hand like you are performing a great feat of sorcery, or utter some magic words. 3. Open the cup so that the ring

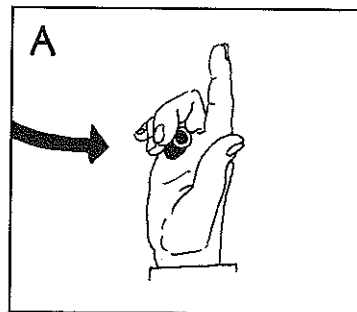


with the fake ball remains hidden in the lid — it will appear to have vanished! Now, produce the real ball from your pants pocket and show it to the audience.

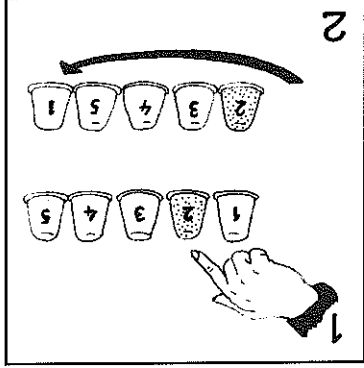


1. Place a thimble on your right forefinger and hold it up to the audience.
2. Put your right hand (and thimble) under your left arm, and let the thimble fall into your hand (A).

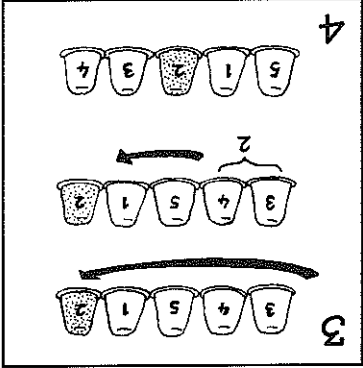
3. Show your empty forefinger to the audience while holding your armpit as if it were holding the thimble.
4. Now bring your right hand to the back of your head and quickly



- put the thimble on your forefinger again.
5. Let the audience see that the thimble has transported itself back to your finger.

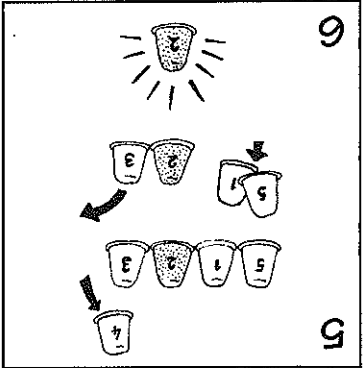


This trick requires five different colored thimbles. Line these up in a neat row in front of the audience.



1. Turn around and ask someone to point to one of the five thimbles. Explain that the thimbles are numbered from one to five as they run from left to right.

14



2. Have the volunteer move thimble 1 to the far right end.  
3. Next, have him or her move thimble 2 to the far right end.



4. Now ask the volunteer to perform this action the same number of times as the number of the thimble he or she chose (e.g. if he or she chose thimble 2, two thimbles must be moved from

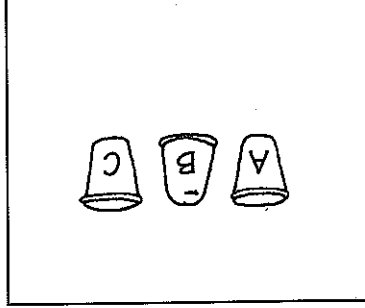
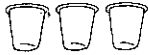
the left end to the right end).

5. Now have the volunteer remove one thimble from the right side.

6. Finally, have the volunteer take away two thimbles from the left side, and then one from the

right side. Now turn around, and to everyone's amazement, the only thimble remaining will be the one the volunteer selected.

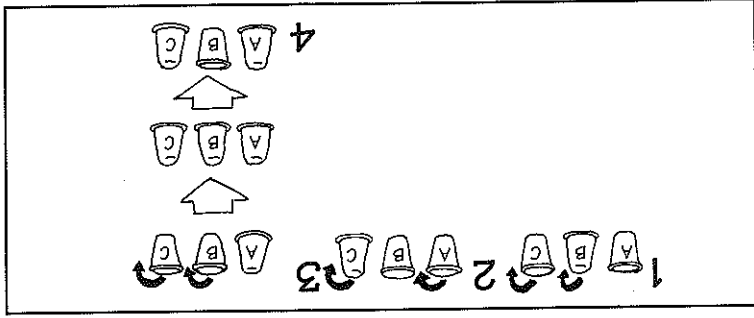
## Two cups in three turns



Place three cups (A, B, and C) on the table, with the middle cup upside down, and the other two facing up. Now tell the audience that you can move two cups in three turns so that all three end up face down.

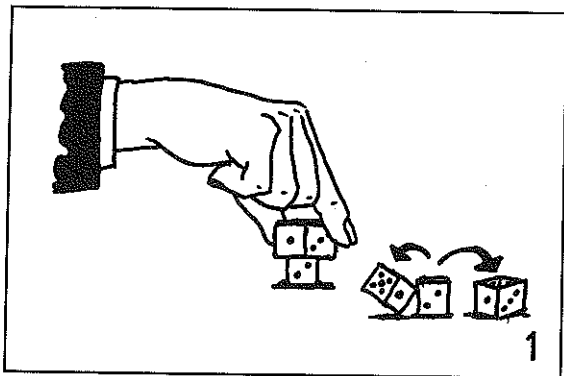
1. Turn B and C over.
2. Turn A and C over.
3. Turn B and C over. Now all three cups are upside down.

16



4. Set up the cups again, only this time with A and C upside down and only cup B facing up. Now ask someone from the audience if he or she can repeat the trick. This will never work because the cups were arranged differently.

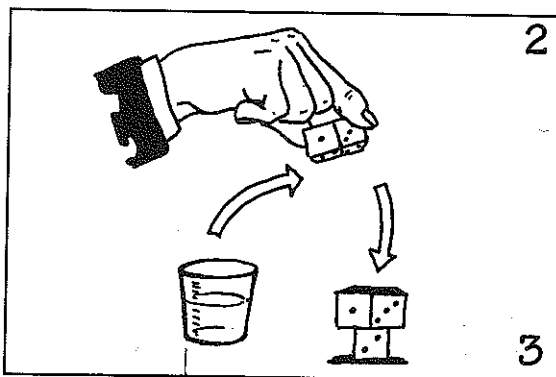




Ask someone from the audience to try and stack two dice next to each other on top of one.

1. This never works.

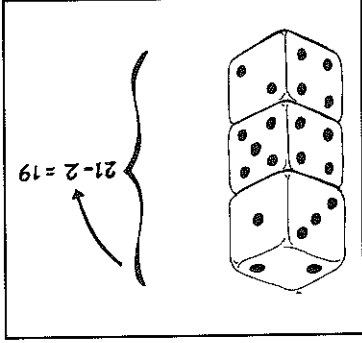
2. Now it's your turn. First, *secretly* make your fingers wet. Now take the dice and moisten one side of each die with your wet fingers.



3. Now stack the two dice on top of the first, so that the two moist sides are touching. The dice will remain in place!



Ask someone from the audience to stack three dice on top of each other. Now ask this person to add up the tops and bottoms of all three dice, except for the uppermost side of the top die, since they can see for them-



However, because you know that selves what number that is. die always adds up to 7, and there are three dice, all the tops

18

and bottoms will always add up to 21 ( $3 \times 7 = 21$ ). To "predict" the total, simply subtract the number showing on the top of the stack from 21 (e.g.  $21 - 2 = 19$ ). While the person is busy adding, blurt out the answer.