



No, the Roadshow is not becoming a journal for the advancement of mentalism. But, THIS issue has a definite 'mental' slant. I hope you enjoy...

Comments, criticism, rants and raves... EMAIL ME

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"...in order to please the public, an idea must be, if not novel, at least sufficiently transformed, so that it cannot be recognized. Only in that way can an artist escape a remark that always fills him with dread —'I have seen that before.'" Robert-Houdin

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### Water and Wine (Bob Hummer and Martin Gardner)

I recently discovered this wonderful mathematical effect, which doesn't say much about my exploratory abilities, as this effect was first published by Martin Gardner in 'The Scientific American Book of Mathematical Puzzles and Diversions', in 1959. Read the scenario below and then go to the June 2010 issue of 'Card Colm' to read the secret. Please look around while you're there, as you'll discover several other highly interesting effects by the recently deceased, and dearly missed, Martin Gardner.

"Consider the following trick. The magician, who is seated at a table directly opposite a spectator, first reverses 20 cards anywhere in the deck. That is, he turns them face up in the pack. The spectator thoroughly shuffles the deck so that these reversed cards are randomly distributed. He then holds the deck underneath the table, where it is out of sight of everyone, and counts off 20 cards from the top. This packet of 20 cards is handed under the table to the magician. The magician takes the packet but continues to hold it beneath the table so that he cannot see the cards.

'Neither you nor I,' he says, 'knows how many cards are reversed in this group of 20 which you handed me. However, it is likely that the number of such cards is less than the number of reversed cards among the 32 which you are holding. Without looking at my cards I am going to turn a few more face-down cards face up and attempt to bring the number of reversed cards in my packet to exactly the same number as the number of reversed cards in yours.'

How is it done? Read on...

<http://www.maa.org/columns/colm/cardcolm201006.html>

- Read on... Much More Below ! -

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Numberplay: A Fond Farewell to Martin Gardner  
By PRADEEP MUTALIK

Exploring the major news outlets for information on Martin Gardner I found a literal wealth of information in everything from The New York Times to The Washington Post and London's The Guardian. One of the more informative was from The New York Times

[http://www.nytimes.com/2010/05/24/us/24gardner.html?\\_r=1&scp=1&sq=Martin%20Gardner&st=cse](http://www.nytimes.com/2010/05/24/us/24gardner.html?_r=1&scp=1&sq=Martin%20Gardner&st=cse)

Days later, 'Wordplay.. the Crossword Blog of the New York Times' featured the works of Mr. Gardner in a column that also presented readers with three mental puzzles that highlighted the style of thought of Mr Gardner, who never attended college and never took a college math or algebra class. What he accomplished during his career was a matter of will. He was both self-educated and a free thinker who amazed the scholarly minds of the 20th century.

Here are two columns for your pleasure. Please read in order, as the second link contains the answers to the problems presented in the first...

<http://wordplay.blogs.nytimes.com/2010/05/31/numberplay-a-fond-farewell-to-martin-gardner/>

<http://wordplay.blogs.nytimes.com/2010/06/07/numberplay-the-playful-mr-gardner/>

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Mathematics, Magic and Mystery (Cards, Coins, and Other Magic)  
Martin Gardner

Here is a link to one of Mr. Gardner's many books; this one is directly related to magic. Since his passing, I would recommend you buy this one quick. Amazon only has four new copies left, and the cost is still less than nine bucks.

<http://www.amazon.com/gp/product/0486203352?ie=UTF8&tag=stremagi-20&linkCode=as2&camp=1789&creative=390957&creativeASIN=0486203352>

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Finding the Relationship Between Mental Math and Mentalism -  
Several Mentalism Effects Disguised as Mathematics  
R. Carruth

In my humble attempt to pay respect to Martin Gardner, I decided to review a few math magic principles... principles that, even though they are well known to some magicians, deserve to be

discussed again. I have used these principles to create mentalism type effects that are totally alien to many young magicians, not to mention 98% of the general population.

I'm going to take you through several steps, each related to the previous, and each slightly more complex. Now, even though there is a complexity in theory, it is not complex for the magician to carry out. I could get into the xyz's of how and why each principle works, but for the sake of your sanity and mine, I'm going to keep this simple.

You might want to provide all your participants in any effects with either a calculator or a writing pad to perform their calculations. It doesn't hurt to ask everyone assisting you if they are comfortable performing a few calculations. A surprising number of audience members are NOT comfortable performing math in front of others. Remember, they are already 'under the gun' simply because you have asked them to assist you... asking them to perform math problems is sometimes too much to ask.. Respect their dignity.

- Six and the City -

Ask 'Robert' to mentally pick any two digit number, and not tell anyone the number. Once done, ask Robert to double his number. Now, add twelve to the total and then divide by two. When Robert arrives at a total, ask him to subtract his original number. Assuming Robert picked the number 45, the math will look like this:  $45 \times 2 = 90$ ....  $90+12=102$  ...  $102$  divided by  $2 = 51$ ... Subtract the original number.  $51 - 45 = 6$  .

You can pick any two digit number, perform the above calculations, and the answer will always be 6. It would be quite simple for you to make a prediction before the calculations, a la mentalism, and properly surprise Robert.

Lets take it a step further with this twist on -Six in the City-

If you have taken our ESP test ( <http://streetmagic.info/ESP.html> ) then you will appreciate these calculations, which are simply an extension of the above calculations, and allow you to arrive at an answer encompassing a variety of different numbers.

Ask Robert, again, to secretly pick any two digit number. To keep things manageable, you might want to ask him to choose a two digit number between 10 and 50. Ask Robert to double the number. This is where we differ from the above calculation - ask Robert to add 22 to his total.

Take this total and divide it in half. Again, ask Robert to subtract his original secret number from his current total. Using a wily, mentalist-type approach, take out a small pad, tell Robert to concentrate intently on his answer, and scribble a number on your pad. You will scribble the number 11, and Robert will reveal that his total matches... even though you had no idea of what number he began with or his totals at any point during the calculations. The calculation will look like this, assuming Robert picked 48 as his beginning number:

$$48 \times 2 = 96$$

$$96 + 22 = 118$$

$$118 \text{ divided by } 2 = 59$$

$$59 - 48 = 11$$

This effect, unlike the first one, can be immediately repeated. The secret is the number 22. Your prediction and Robert's answer will both be one half of 22. If you use the number 30 in place of 22 you'll see that the answer will be 15. If you use the number 14 instead of 22, the answer will be 7. Can you see the possibilities?

It doesn't matter what number Robert picks. You can decide before Robert begins that you are going to use the number 28, for example. At this point, before a mere thought has crossed Robert's mind, you know that he will eventually arrive at the number 14. Take the King of Diamonds, place it in a deck of cards at the 14th spot from the top, place the deck in the card case and let it sit on a prominent spot on the table from the onset. Instead of scribbling a number on a pad - write a prediction... King of Diamonds. Let Robert arrive at his eventual answer, 14, and ask him to quietly take the deck from the case, count off the number of cards matching his answer, and turn the 14th card face up on the table... NOW reveal that you have wrote 'King of Diamonds' on your pad, in effect, predicting the outcome of his calculation of a random set of numbers BEFORE he thought of the first secret number.

Not knowing the 'secret', the spectator can repeat this set of instructions at home and, unless he uses the same secret number he used in your effect, he will arrive at a different mathematical conclusion virtually every time... Wow.

See how a simple mathematical effect can be quickly turned into a mentalism effect without the spectator realizing that HE is the one actually doing all the work for YOU...? All you have to do is take 100% of the credit. Isn't life grand?

- The 1089 Book Test. -

Yes, this mathematical fact has been around for a few.. uh.. centuries, but we are going to give it a very modern usage. Ask 'Dee' to write down a three digit number in secret. Now ask her to turn the number around and subtract the smaller number from the bigger. Make sure her total is reflected in a three digit form. If the total is 99, for example, she should show it as 099, with the zero in the left position. Ask her to now turn these digits around and add them together. What does this have to do with 1089, you say? The answer will always be 1089. Don't take my word for it, do the math...

$$862 - 268 = 594$$
$$594 + 495 = 1089$$

Another example:

$$948 - 849 = 099$$
$$099 + 990 = 1089$$

How does this translate into a book test? After Dee has arrived at her 'secret' answer of 1089, give her a local phone book. Ask her to turn to the page matching the first three digits of her answer... 108, and go down to the phone number matching the last digit of her total... 9.

Dee will write down the name and telephone number at this position... the same thing YOU did before the show. Her info is on her pad, and yours is on a business card, sealed in an envelope, laying on the table in plain view from the beginning.

Don't want to do a book test? That's OK.. After Dee has arrived at her total of 1089, proceed as

follows:

Ask her to take a random three digit number from 100 to 500, to keep things simple, and multiply it by 1089. Remember, at this point you still don't know her answers, supposedly...

Assume she picked 382.

$$1089 \times 382 = 415998$$

If Dee will tell you any five of the six digits, in any order, you will tell her the missing digit. (You know nothing, as far as the audience is concerned.) As Dee calls out the five digits, write them down if you need to, although the total will be a two digit number. If she calls out 1...4...9...8...9... you can quickly add these together and arrive at 31. Subtract 31 from the next highest multiple of 9, which will be 36. The answer is 5, and Des' missing number is... what... 5! Are you kidding?

If Dee had given you the digits 1...4...5...8...9... the total would have been 27, which is a multiple of nine. If your total happens to fall on one of the multiples of nine...9...18...27...36...45...54...63 ...72...81...90...99, subtract that multiple from the next highest multiple, which will always be a 9. Nine is the missing digit. Encourage Dee to not leave out the zero as her 'missing digit', by telling her that zero is not really a whole number. She can give you a zero as one of the five digits though...

This effect works because 1089 is a multiple of 9. Thus, 1089 times any whole number will also be a multiple of 9. ( $1089 \times 2 = 2178$ , a multiple of 9). So... 1089 times 382 is a multiple of nine as well. Hallelujah ...

And one more...

James "the Amazing" Randi showed mathematician Arthur Benjamin an effect using a set of 27 numbers to achieve a minor math miracle. I've decided to take those 27 numbers, cull them down to 9, and add a little trickery to achieve something that, in my opinion, adds a real sense of randomness to an already wonderful effect.

We need to create 3 groups of 3 cards each. Keeping the correct cards in the correct groups is important. You can achieve this by putting one small dot on the back of three cards and two small dots on the back of three cards... leaving three cards without a dot.

On the face of the 3 cards without a dot write the following ..... 4286, 6518, 9083

On the face of the 3 cards with a single dot write the following..... 5792, 7547, 3299

On the face of the 3 cards with two dots write the following..... 7343, 1286, 5237

Write all the numbers with a Sharpie or Magic Marker. Keep the numbers in a stack with 3 two-dot cards on bottom, 3 one-dot cards in the middle, and 3 no-dot cards on top. The cards will shortly be handed out to your audience, and the dots will help you easily re-assemble the stack after the effect is complete.

Tell your audience that you are going to employ their assistance to achieve a mentalism effect unparalleled in the annals of modern mentalism. Swear that Houdini ( obviously not a mentalist - but someone your audience will immediately recognize.. ) was known to have worked on this problem for thirteen years prior to his untimely departure, often consulting with a young physicist named Einstein

during European trips, and only recently have you discovered the long sought after technique that allows you to harness the power of 'future viewing', allowing you to 'peep around the corner', so to speak, in the space-time continuum.

Face your audience. Lift the stacked cards off a table, holding them so the numbers cannot be seen by the audience, and announce that you would like for nine members of the audience to call out nine different 4-digit numbers. Remove a dried up marker from your pocket. How you get it dry is your business. (Hint: leave it sitting, cap off, on the dash of your car for a few days.. Don't get high. )

When the first number is called out by the audience, pretend to write it on the top index card, then, move the card from the top of the stack to the bottom. Remember this number. You will need to stop when it re-appears on top again. Pretend to write all nine numbers as they are called out by the audience. Once done, turn the cards toward the audience and ribbon spread them to quickly show numbers on all nine.

Get three audience members to assist with the next phase. Give one audience member the top three cards, a second one the next three, and the last.. the last three. Ask your three helpers to each mix their three cards and then randomly pick one of the three. You can quickly collect the unchosen cards if you want.. whatever suits you.

Now, get you slate... Oh, did I mention you need a slate or a large writing pad of some sort, visible to the audience? OK. Get your slate, and this works great if it's a double-sided slate, and ask the first member of the audience to randomly call out any one of the four digits on their card. Write it down. Ask the second and third audience members to do the same. Write these three numbers down to create a single, three-digit number on your slate. Repeat this a second time, with each member giving you a second random number from their card. They cannot repeat a number, unless the number exist twice on their card. Write this three-digit number down under the first number. Repeat this two more times until you have four three-digit numbers. Again, make sure that the audience understands that they are to use each number only once.

Remind them of the total randomness of everything that has transpired. They picked the nine numbers, they picked the card they used at random from among three cards, and they picked out the four numbers they gave to you in a random order.

Total the numbers with the audiences' assistance and write the total.... 2247. Keep the cards in order and, regardless of the randomness in which they give you the four numbers, it will always total 2247.

Example:

Audience members keep cards with the numbers 9083, 7547, and 1286. They give them to you in a random order....

A	B	C
9	7	6
8	4	8
0	7	1
3	5	2
<hr/>		
2247		

You can now turn your slate to show you've written '2247' on the back. Or, open an envelope to reveal the number 2247. Or, use the number 2247 to conduct a book text or whatever else your sharp mind can concoct.

Notice that the first three numbers on the first three cards, all sum to 20. Cards 4, 5, and 6 sum to 23. And cards 7, 8, and 9 all sum to 17. ( Dots or not... remembering 20, 23, and 17, in that order, will help you to reset the cards to their proper order)

With the third person's numbers totaling 17, the right hand column of my example, as you can see, will always total 17, regardless of the order in which the audience member calls them out. The right-hand digit in the total (2247) will always be a 7, and carry the 1.

The second audience members numbers total 23, plus the carried 1. So the second number is 24. Write down the 4 and carry the 2.

The first audience members numbers total 20, so 20 plus the carried 2 is 22... giving you a total of 2247. Every single time...!!

The performance and patter possibilities are endless -if- you're willing to be creative, to think slightly outside the box, and to look beyond what I've written to adapt this bit of mathematical magic to an effect that suits your style and personality.

A special 'Tip of the Hat' to Arthur Benjamin for making certain calculations understandable for yours truly..

Rick Carruth

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## BOOK TEST EPIC – Paul Romhany

### Effect:

The magician hands out a book called 'Top Ten Travel Picks' featuring destinations he has traveled to around the world. He also brings out a white board with six squares, and three numbered plaques. The first spectator takes the book and the magician asked that person to look at any of the ten countries and think of just one. The magician says he is getting an impression, and writes down the country he believes the spectator is thinking of. This is then covered with plaque number one. The book is passed to another spectator who is asked to call out any page number in the book, then to look at the first word on that page. Almost as an afterthought, the magician offhandedly asks the first spectator the country he is thinking of. This is written in the space below Number One.

The magician also writes down in the second space the word he believes the spectator is thinking of and covered with plaque number two. Moving on to the last spectator the magician says he will try something different. He 'draws' a picture in the third space at the top, and covers it with plaque number three.

The board is placed on a stand as the magician moves in to the audience taking back the book. He moves to a third spectator asking them to say stop as he flicks through the pages. This is done and the spectator takes the book and reads the last paragraph to themselves. They are asked to form some type of image or a mental picture in their mind. For example, if the paragraph talks about Paris perhaps they will think of the Eiffel Tower.

Moving back to the board, the magician asks spectator number two what word they were thinking of. This is written in the second space in the bottom row with the board facing the audience.

Now for the reveal. The first plaque is lifted showing both countries match, the second plaque is lifted showing both words match, and finally the magician asks what image or picture the spectator has in their mind, lifting the board showing a drawing of a sailing ship, which is exactly the image the last person was thinking of.

### Method

This combines a book test I released on the market a few years ago, and an ordinary Mental Epic board. I played around with this routine for a year before settling in on a routine I was happy with. There are a few little 'bits' that help sell this routine. You could probably do this using other book tests, but it fits in perfectly with my own.

A couple of points on the Mental Epic. I prefer to use one that is large enough for a 1500 seat theatre, hence the large Whit Haydn version. I also place it on a music stand so I don't have to hold it, as it's very heavy. I use the backside of the board for my opening routine where I need to write down numbers. This way the board is used more than once during my show. This to me takes the heat off the board if it is used throughout the show for other things.

The book test itself is designed so I can get a thought of country, the top word on any page and finally know what image they are thinking. To be honest, my method for getting the country was fine, but I still had to fish a little to get it. With only ten countries it wasn't as strong as a list with more. In this routine however, there is no fishing. They think of a country and you 'pretend' to get their thought and write it in the first square at the top. This is then covered with plaque number one.

The book is handed to another spectator and they call out any page number. Because of the design of the book test, as soon as you hear the number, you know the word at the top of the page. Keep this in your mind for later. You tell them you will try and pick up their thoughts as you actually write in the second top space the country called out by the previous person, and cover this with plaque number two. It is at this stage I 'remember' I forgot to ask the first person what country they were thinking of. Of course, I do this on purpose which fits in later on with my routine. The country is written in the first space below plaque number one.

You then tell the audience you are going to try something different. Not using a word but an image. You 'pretend' to draw a picture in space number three, at the top. Of course you are writing in the word the spectator is thinking of, and cover it with plaque number three. Here is where the subtlety comes in to play. You are now actually finished and only ever 'asked' for the country. You place the board down, taking the book and forcing page 53 or 35 - it's up to you. I describe various ways in the instructions for Top Ten Travel Picks Book Test, but basically you could have a corner short, and riffle through breaking at the page. In my case I have a spectator cut cards so they end up with a 3 and a 5. They can choose either page 35 or 53; it's their choice. It doesn't matter which they chose because the last

paragraph in each page will leave them thinking of the image of a ship.

Here's what I like. Almost as an afterthought, and keeping the board facing the audience, you ask spectator number two their word, which you write in the second bottom space. Nothing fishy here, and at no time does the face of the board leave their sight. This way you don't constantly have to turn the board back towards yourself to write answers down. It just plays well and is subtle enough to put them off track.

All that is left now is the final reveal.

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**\*\* SPECIAL COMPETITION TO READERS OF THE MAGIC ROADSHOW:-** By going to the website <http://www.extrememagicmakeover.com/> and subscribing to the newsletter, everybody will go in to a draw to win one of the very first sets of Linking Heart Rings as soon as they are released world wide. Be one of the first to perform this amazing and highly commercial routine from the creative mind of Paul Romhany.

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Wow! You can do cool moves with these that isn't possible with normal linking rings ... I love them!" - TC Tahoe

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"The performance possibilities are endless - this is something every magician will want to add to their act!" - Richard Webster

""Paul's Linking Hearts are a fantastic new direction for this classic effect. The subtlety of the resting position before a link or unlink is simply wonderful. The romantic routine possibilities are endless. These rings will capture your heart." - Charles Bach Wonders

To find out more visit [www.extrememagicmakeover.com](http://www.extrememagicmakeover.com) or ask your local magic shop.

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The MagicBookStore - A New Service of the Magic Roadshow

Yes, the Roadshow has officially opened a 'magic book store', consisting of downloadable ebooks that you can read online, print out, or save to read on portable devices like Kindle...

Take a moment and check it out.

<http://MagicBookStore.info>

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### Scary Optical Illusion - A Video Effect

THE EFFECT: The magician shows an ordinary blown up balloon and two coins. The magician asks a spectator to choose a coin. Whichever one they choose the magician proceeds to penetrate the spectators chosen coin into the balloon.

There is no mistake the coin really is inside the balloon. The magician shakes the balloon and the coin can be seen bouncing around inside. The magician slowly lets the balloon down and removes the coin from inside.

<http://www.freemagictricks4u.com/scary-optical-illusions.html>

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### The PATEO Force - A Powerful Weapon in the Mentalists Arsenal

Into Mentalism? Familiar with the PATEO force? Here is a good free report that will help you fully understand the concept. There is nothing to sign up for, and nothing required other than reading the material and understanding the idea.

I have used this method many times, and actually developed a few effects of my own based on the moved outlined in the Revelation Technique.

This is not a new technique. It is new to you if you are not familiar with the works of Anneman and Corinda and the other greats of mentalism...

<http://therevelationtechnique.com/mysterynote.html>

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### Aaron Fisher - Magic Podcast

I know most of you know Aaron. For those few of you who don't.. he is an accomplished magician, performer, marketer, teacher, lecturer, and all-round good guy. He is especially generous with his time, having published these 20 interviews to iTunes for YOU to access freely.

"I know all too well, after all, of the many pitfalls and missteps that can derail anyone who attempts to learn the craft of sleight-of-hand. I've read misleading books filled with bad information. I've taken advice that turned out to be wrong. I've spent countless hours learning sleights and techniques that turned out to be of no use at all. All of these experiences have convinced me that no matter how many books or DVDs we own, there is simply no substitute for an effective teacher — a living, breathing guide — to help us on the journey."

1) A Conversation with Nathan Kranzo - Aaron and Nathan have known each other for years. This is an in depth conversation where Nathan is interviewed by one of his most observant fans

2) A Conversation with Lee Asher - Aaron and his college buddy (and noted card expert) Lee Asher talk about growing up in Vegas, card magic, and playing cards themselves. They discuss everything from Jerry's Nuggets for a dollar to Luxury Fournier 605's in this engaging conversation.

3) A Conversation with Mike Gallo - Aaron went to the Golden Gate Gathering a couple of weeks ago and talked with sleight-of-hand expert Michael Gallo about everything from growing up around the true masters to what an "exclusive" close-up convention used be like.

4) A Conversation with Dorian Rhodell - Aaron and Dorian talk about Larry Jennings, their mentor and one of the card masters of the last century!

5) A Conversation with Paul Vigil - Aaron talks with one of today's finest close-up magicians about living in Vegas, learning from the masters and bringing the old school back to the strip!

6) The Student Teacher Relationship (Part 6) - In this multi-part podcast that has become a fan favorite, Aaron talks about the many teachers and friends who helped him develop as a sleight of hand artist. You'll find out what it was really like to hang with Larry Jennings and Michael Skinner - more importantly, you'll find out what these masters can STILL teach you about sleight of hand.

7) The Student Teacher Relationship (Part 5) -

8) The Student Teacher Relationship (Part 4) -

9) Spanish Card Magic Podcast - The Spirit Lives Halfway through my current journey through Spain, we've met Ascanio students, a FISM Champion and hundreds our our fellow magicians. Listen to the podcast below to find out all about this amazing trip. Leave your thoughts and questions as comments below the post – and stay tuned. The best stories from this trip are yet to come!

10) The Student Teacher Relationship (Part 3) -

11) The Student Teacher Relationship (Part 2) -

12) The Student Teacher Relationship (Part 1) -

13) Technical Creativity (Part two of two) - Aaron's first original idea, The One-Hand Popover, first appeared in Magic Magazine when Aaron was 17. Since that time, his tricks and techniques have become favorites of the world's greatest sleight of hand artists. Every day he receives emails from young magicians who want to unlock the secret to their own creativity. In this podcast, Aaron breaks it

down.

14) Technical Creativity (Part one of two) -

15) The Classic Pass (Part two of two) - Over a Century after Erdnase wrote Expert at the Card Table, the two-handed shift is as misunderstood as ever. Listen as Aaron and friends break out the straight dope on the classic pass, what it can really do for card magicians, and why YOU should care.

16) The Classic Pass (Part one of two) -

17) Erdnase (Part Two of Two) - In 1902 the mystery man known only as S.W. Erdnase wrote the most important book on card technique the world has ever seen. In fact, the proliferation of information on the internet has done nothing to supplant it. Aaron began his study of the book roughly 15 years ago. In this podcast, he'll give you valuable insight and information you'll need if you want to tackle card magic's most important book. (Part 2 of 2)

18) Erdnase (Part One of Two) -

19) Search and Destroy featuring the Nowhere Pass (Part two of two) - Search and Destroy featuring the Nowhere Pass are two of the most popular items from Aaron's modern classic of card magic, The Paper Engine. In this podcast, recorded shortly after the release of the the Search and Destroy DVD, Aaron provides information that anyone interested in either the Bluff Pass or Search and Destroy simply must have!

20) Search and Destroy featuring the Nowhere Pass (Part one of two) - Search and Destroy featuring the Nowhere Pass are two of the most popular items from Aaron's modern classic of card magic, The Paper Engine. In this podcast, recorded shortly after the release of the the Search and Destroy DVD, Aaron provides information that anyone interested in either the Bluff Pass or Search and Destroy simply must have!

<http://itunes.apple.com/us/podcast/aaron-fisher-podcasts/id383510446>

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Magic.Lifetips.com - New Effects

I've added several new effects to Magic.Lifetips.com since our last issue of the Roadshow. You can easily access these effects from the Magic category. There's nothing to sign up for and no obligation on your part, other than simply enjoying what's there and passing it on to others. Some of the new effects include:

- Card Behind the Back

- Card in the Pocket

- Tattletale
- Personification
- The Four Aces

Thanks for your support of my site at Magic.Lifetips... I am limited by the amount of text I can devote to each new effect, so everything is fairly straight-forward and direct.

<http://magic.lifetips.com>

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What is the Power of Conversational Hypnosis ??

<http://Streethypnosis.info>

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10 Magic Video Downloads

I'm not giving these videos away. They will cost you the princely sum of \$6.95... But, once you see the previews, you'll quickly realize that the 'Torn and Restored Newspaper' video alone is worth the cost of the entire package...

<http://StreetMagic.info/10vids.html>

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Groupon - Save a Bunch.. Really

Ever hear of Groupon? It doesn't have much to do with magic, but it does have a lot to do with saving a ton of money on some really cool stuff. I know... I use it. It's about food, it's about health related services and gyms and yoga classes, it's about beauty products ( your wives will LOVE you), and it's about the unique. A recent coupon offered the opportunity to both take a driving class and then actually drive laps on a full-fledged NASCAR track, Charlotte Motor Speedway for one, in a sprint car. The regular cost was \$395.00, but through Groupon the entire package was \$180.00.

Most offers are for one day only. You get an email telling you of the daily offer, and then you either buy it or send it to the trash bin. In the Charlotte area alone, over 600 people signed up for the NASCAR package. I have seen similar offers at other tracks, including Bristol and Richmond. I also received an offer for a kayak tour of the Charleston harbor for \$45.00... Half of it's regular price as well.. Just a couple of examples.

Cities around the country let you sign up to receive area-specific coupon offers. I think you'll like it.

<http://www.groupon.com/r/uu5879416>

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.: Free eBooks for Subscribers ( I should be charging 30 to 40 bucks for these..)  
All downloads are now available from one location - see link below.

- \*Erdnase' "Expert at the Card Table"
- \*JP Jacquard's "Easy Mentalism"
- \*Hugard's "Royal Road to Card Magic"
- \*Hypno Illusions - A Massive Fifteen eBook Download
- \*Bullivant's 'Ventriloquism in a Month'
- \*R. Carruth's 'Hypnosis Mania'
- \*R. Carruth's 'Body Language Magic'
- \*Rick Carruth's 'Public Speaking'
- \*Magic and Computer Science 1
- \*Magic and Computer Science 2

<http://StreetMagic.info/downloads.html>

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I encourage you to share your favorite links, videos, and resources with other magicians from around the world.

How?

Send it to the Magic Roadshow!

If you know of a site that has a free ebook or a wide assortment of magic related material, let me know. I'm sure all the other readers will appreciate it..

Please email me at the link below with your resource, link, article, or suggestion..

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