

# Magic Roadshow

## MAGIC ROADSHOW SPECIAL #15

Early Fall / Halloween 2022

Welcome!!

I want to welcome everyone who is opening a Magic Roadshow for the first time. Those of you who are regular readers know what you're about to encounter. But, it's those of you who are new, and willing to share a portion of your day with folks who are admittedly in a slightly abnormal state of mind, and proud of it, who deserve a **Welcome** and a **Salute**...

It's summer. It's typical. Hot as Hello and unrelenting. Most of my magic is in standby mode, waiting on cooler weather. Folks don't visit websites or buy anything of importance in the summer. I did notice that the last issue of the Roadshow was opened by a typical number of readers, which is comforting, and I sincerely thank all y'all. That said.. let's see how this one fares..



Convention wise, summer is full of great events for anyone interested in fellowship and learning new magic and skills. **FISM** was actually in North America.. for a pleasant change (Congrats Eric Tait & all the other winners from around the world.) My 'other' job has kept me super busy this summer, and I will probably not attend a convention until **TRICS** in Charlotte NC, Nov 3-5.

(<https://www.facebook.com/tricsconvention/>) . Maybe I'll see some of you guys there..

Although I've never seriously considered becoming a pilot or obtaining a license, I've always had an interest in planes. Big ones, little one, old ones.. it doesn't matter. When I was young, there was a certain fascination seeing a plane pass overhead.. particularly at night. I wanted to know who they were, where they were going, and why they were flying around at midnight. Living about ten miles from an international airport (GSP), I still hear many planes pass overhead at night when I'm working on a Roadshow and the rest of the world is sound asleep.

Now, I have an app on my phone, **FLIGHTRADAR24**, that I refer to almost nightly. Seriously, it is one of my very favorite apps, available for free through the app store. When I hear or see a plane I can click on the app, no sign-in required, and I'll not only see a small icon traveling, in real time, across a google map, but I can access all sort of info about the flight... departure time and location, arrival time and location, speed, altitude, tail number, type plane, and a photo of the plane.. plus other detailed info. There are a couple of paid versions, but with all the info on the free version you don't need to pay ten bucks a year to remove small banner ads.. You can see, literally, any plane in the air.. at any location in the world.. at any given time. When Speaker Pelosi landed in Taiwan recently, over 3 MILLION viewers were watching her plane to see if she would land. Interesting stuff !!

US readers can text the Word **ROADSHOW** to 42828 to Subscribe to the Magic Roadshow Journal of Magic. Get a heads up on all new issues -and- no spam! Unsubscribe with one click... (although we don't know why you would ever want to..)

Want to sign up for the next **America's Got Talent** or submit your video for consideration ? Now's the time... <https://americasgottalentauditions.com/>

Thoughts & Questions... Email me at: [Rick@Magicroadshow.com](mailto:Rick@Magicroadshow.com) .. I'll do my best to mollify your soul...

This issue runs 46 pages and 12,528 words.

**A Special THANK YOU to Paul Lelekis, Michael Breggar, Michael Boden, and Christopher Reynolds for making this issue possible. They did all the hard work..**

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“There is nothing more boring than a speaker who makes endless points... know the message you want to get across.” – Paul Romhany (Key Note Speaking for Magicians by Paul Romhany, pg. 57.)

“Some of the best ideas I’ve gotten for my act have come from comedians and not magicians.” – Andrew Mayne (IllusionBook by Andrew Mayne, pg. 170.)

“Some performers will say things to people on stage that they wouldn’t dream of saying to them in conversation.” – Lawrence Hass (Transformations by Lawrence Hass, pg. 94.)

“Pausing a few beats allows the spectators time to savor the experience of the miracle that has just occurred.” – Roberto Giobbi (The Secret Agenda by Roberto Giobbi, pg. 273.)

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## The Phantom Bills - Paul A. Lelekis – An Effect

The idea of one item passing through another became a huge hit way back when F.I.S.M. winner, Timothy Wenk, created **MISLED**. Everyone, including myself, bought this trick and rest performed it, including David Copperfield on national T.V.



There have been scads of effects such as pen thru bill, card thru bill, coin thru card, etc., etc. However, most of these effects require a gaff or gimmick.

This effect is different in that it is one bill passing through another in an extremely convincing manner...and is IMPROMPTU! The two bills can be borrowed and there is no gimmick...just an amazing trick that will fool everyone.

**EFFECT:** Two borrowed bills are folded in half, lengthwise, and then the other bill is also folded, widthwise. First, one of the folded bills visibly passes from outside one bill, into the fold of the other bill. Then back out again. The bill then passes inside again and then slowly and visibly, “melts” right through the other bill! Bills can be examined.

**METHOD:** There is a small amount of set-up needed, but this can be done very quickly after you borrow the bills. It is better if the bills are different denominations.

After borrowing the bills, hand one of them to the spectator to fold in half lengthwise, as you do the same with your bill. ***Here the set-up begins!***

Suddenly you say, ***“No wait! I’m sorry! You need to fold your bill the opposite way so that it is easier to see.”*** This is the perfect misdirection.

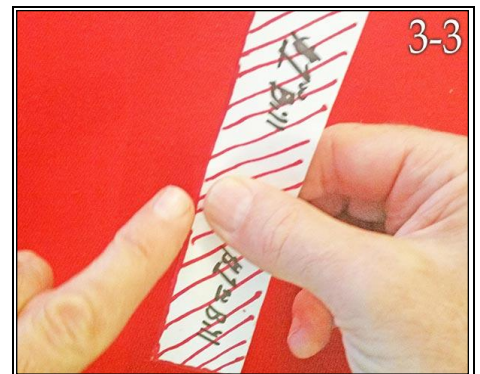
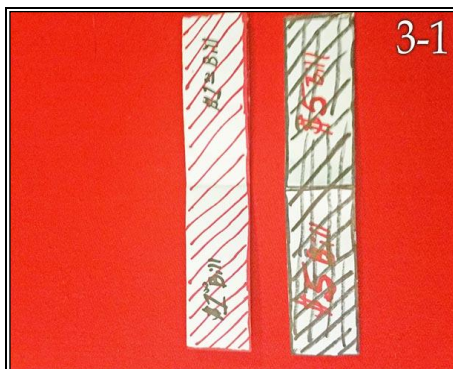
**(See how both bills are, NOW folded, in pic 3-1)**

The spectator will comply and this is when your right fingers and thumb will secretly put the Z-fold into the bill.

NOW instruct her to fold her bill in half, again, widthwise. **(See pic 3-2 – it’s the exposed view of the Z-fold - be sure to turn your bill so that the “lip” of the fold faces toward the audience)**

Hide the lip of the Z-fold with the right thumb. **(See pic 3-3)**

**IMPORTANT NOTE:** The pix included below are two pieces of paper that I used to hopefully make the “moves”, easier to follow. In performance use two real bills and fold one of them face outward and the other back outward!



**NOTE:** You only need one hand to do this Z-fold and you are misdirecting as you instruct the spectator how to fold her bill. Hold the bill so that your right thumb is hiding the Z-fold from the front. The above “Z-fold” prep actions are all done as you are beginning this effect.

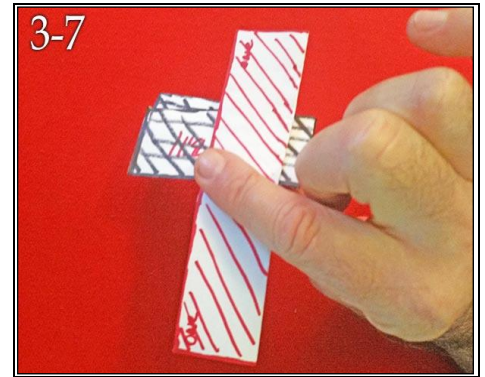
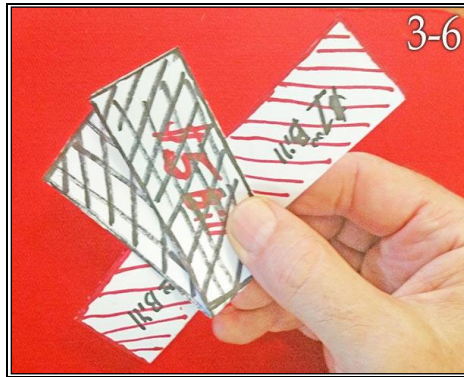
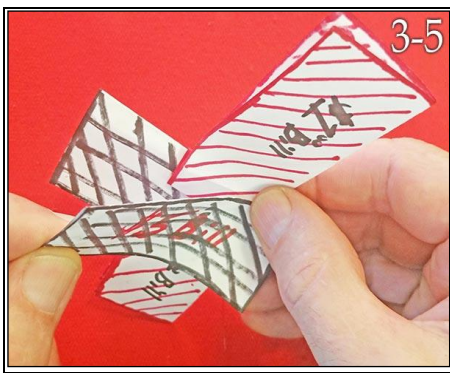
**The Secret Set-Up:**



Take the folded bill from the spectator and place *your* bill, with the Z-fold, behind the twice-folded bill – however the front “lip” of the Z-fold is placed within the other bill’s fold as you “slide” the end of the cover bill, up, to hide it. **(See pic 3-5, exposed view)**

Note how the twice-folded bill is “slid” so that it hides the “lip” part of the Z-fold. **ONLY** the “lip” fold of the other bill, is within the fold, yet still appears to be **behind it**. **(See pic 3-6)**

Turn the bills over (held with just one hand) to show that the Z-folded bill is actually “behind the front bill”. Right index finger hides the fold. **(See pic 3-7)**



Turn your hand back so that the fronts of the bills are again facing the spectators.

### **The Penetration:**

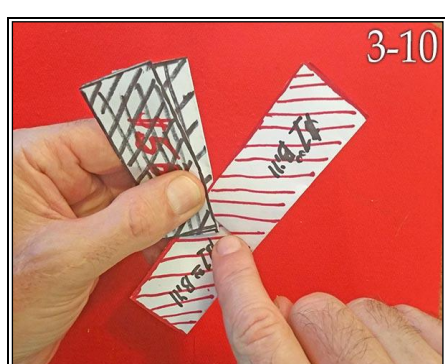
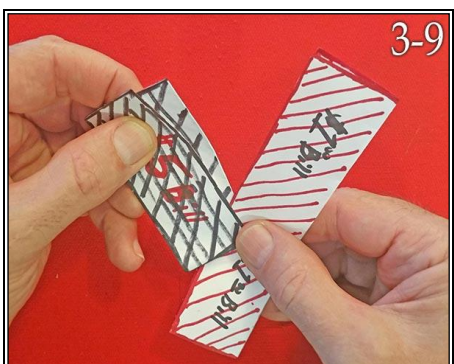
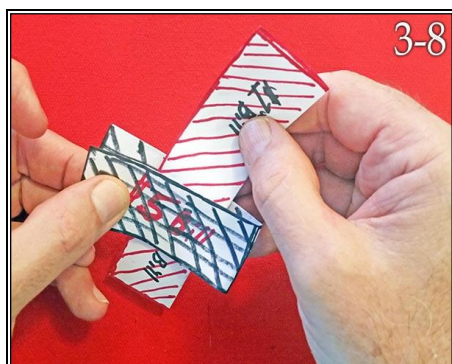
Wave the two bills up and down as you slide the “front bill” so that the Z-fold bill now appears to be **within the fold of the front bill!** **(See pic 3-8)** It will appear that the rear bill has penetrated between the folds. This illusion is very, VERY convincing!

Hold the outer ends of the twice-folded bill as your right fingers move the penetrated bill, back and forth to show it has apparently penetrated the front bill! Be careful that the “lip” of the Z-folded bill is not exposed.

### **The Melt-Through:**

Continue holding the left-most ends of the front bill as your right thumb tilts the inner bill and also hides the fact that the Z-fold is being lifted over the fold in front bill.

Keep the right thumb, covering the Z-fold as this bill is slid over to your left, apparently melting right through the front bill! This illusion is VERY strong!  
(See pix 3-9 and exposed view, 3-10)



Keep moving your right thumb to your left to continue hiding the Z-fold until it finally clears the front bill. This “visible” penetration is quite disarming! Be sure to keep your right thumb in front of the Z-fold at all times.

You may repeat the above actions a second time and then hand the twice-folded bill to your spectator to inspect as you straighten out your Z-folded bill and open it up.

As I mentioned earlier, it is best to borrow these two bills to really amaze your spectators. Performed properly, you will have a mind-bending piece of impromptu magic that will really entertain!

**Paul A. Lelekis –**

You can view ALL of Paul's ebooks, at **Lybrary.com** .. They are, undoubtedly, one of the best values in all of magic.. Many are now considered underground classics and are available for IMMEDIATE download...

<http://lybrary.com/paul-a-lelekis-m-163788.html>

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# Tour de Forces - A Forcing Concept Column By Michael Breggar

(Editor's note: Anyone passing over this column will have their subscription suspended and receive an immediate refund.. Enough said.. )

## Prime Time

I am an unabashed fan of George Sands' **"Prime Principle Force"**. It first appeared in the Sands' Review (Vol. 10 Number 10, August 1975). Interestingly, this "discovery" may have been derived from a Stewart James effect published in The Jinx in



September 1939 ("Deck Digit Dial and Devil"). The formula used in the method is not necessary used (or described) but the approach and end result was the same.

Regardless, it is a terrific principle and wildly adaptable to a vast variety of effects. Essentially, your force object is one of a prime number of things. Of course, as we all learned in grammar school (and probably have forgotten by now) a prime number is one that is evenly divisible only by 1 and itself. For example, 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47 .... Etc. (I've stopped below 52 since many of you use forces with cards!) The easiest way to understand the Prime Principle Force (PPF) is to see it in action. For example, grab a packet of 5 or 7 (prime numbers) playing cards. Any cards will do.

Turn them face-down and mix them thoroughly. Take a peek at the top face-down card and remember it. Now roll a die (or select another card from the deck and use the value). Transfer cards from the top to the bottom equal to that value (or die roll). Then turn face-up the top card. Repeat this using the same value/die roll number until a single face-down card remains. Et voila, it will be the card you peeked before you began. I won't pretend to understand the math behind this. [www.magicalapparatus.com/self-correcting/prime-number-principle.html](http://www.magicalapparatus.com/self-correcting/prime-number-principle.html) can start the explaining for you. You just need to know that it works!

Now, you don't always have to use playing cards. And they don't have to be things arranged in a stack. You could, as Stewart James stumbled across, arrange things in a circular, clock-like pattern, or any repeating pattern. For example, you have 5 glasses. There is a different color liquid in each tumbler. The glasses are arranged



on a tray in circle. Red liquid fills the glass at 12:00. Blue is in the 2:00 glass. There is a milky white liquid in the tumbler at 4:00 o'clock. Green is set at 7:00 and Yellow is found in the glass at 10:00. Four of the five liquids taste sweet and refreshing. One of the five tastes like a mix of week-old coffee and shoe polish.

You will use magic (rather the magic of math!) to find the bad-tasting juice! You roll a die and read the number 4. So, place a penny on the 12:00 drink (red) and count "1". Now moving clockwise, you count, 2, 3, 4. You drop the penny beside the glass at 7:00 (green), drink the contents (hmm...yummy...lemon-lime!) and place the empty glass back on the table. Pick up the penny and do the four-count again. This time, you will "land" on the drink at 4:00, the milk. Drink the milk, place the empty glass and penny on the table. Now you continue in this fashion until there is only one glass with liquid remaining. Of course ... that'll be the yucky stuff!

Thinking about this last example, instead of turning a card over, you are emptying a glass and the "last man standing" is the only glass left with liquid in it. The force element is the one immediately counterclockwise to where you start your initial count. So, we start at 12:00, therefore the force drink will be the one at 10:00. The procedure is only slightly varied from the one dealing with the stack of cards, but the principle is the same.

Strictly speaking, the "count" number should be at most 1 less than the prime number of items you start with. But I have found this is not necessarily the case. In fact, my experimentation with smaller primes (less than 15, for example), you could use any number greater than 1.

Just think...if you could provide some decent rationale to select a certain number (prime) of items, arrange them in a repeating fashion, select a "counting" number for a "last man standing" approach, you could apply the PPF to a myriad of situations and create a superb presentation!

Superlatives aside, I have created many tricks using this really cool principle. I am very proud of an effect which I first published in my column in The Linking Ring (August 2016), modified it slightly and republished it in my book The Five Roads to Vegas. I was also honored that this cool effect was selected for a curated place in a magician's member only section of Academy of Magic Arts (at the Magic Castle).

You'll now immediately see the PPF in action (along with another force I love, Roy Baker's PATEO Force).

## **The Cure for the Common Bored Game: “Monopoly-S-P”**

After many years of decline, non-electronic games have had several years of strong sales. Though the year-over-year growth has been under 10%, sales have been steady and growing. It's time to dust off that Scrabble set, un-bury the Clue box and revive your Trivial Pursuit! Digging out the old Monopoly box also presents magicians with an interesting “new” set of props. Colorful and very familiar; perfect for some impromptu magic!

Using board game pieces for magical effects is certainly not new. Scrabble tiles have been used for many mental effects from the likes of Maven, Sankey and most recently Francis Menotti with his Penn & Teller Fool Us winning “Wordsmyth” trick. In the literature, you'll find tricks using cribbage pegs, Mancala stones, UNO number cards ... you name it. In fact, a good Monopoly routine is mentioned in a piece by Danny Archer in the April 2002 Linking Ring.

I have come up with a fun routine using the tokens, deed cards and dice from the standard Monopoly set. Perfectly impromptu, you could perform this at any family or friends gathering as post-game tempers fizz down.

### **CHANCE Encounters.**

After the friendly session of bartering and bantering over the Monopoly board, before the set is neatly repacked and put away, you offer to demonstrate a bit of psychic ability that you wish could have been channeled into your game play. You write something on a small piece of paper, fold it and ironically sandwich it in the middle of the orange “Chance” card stack. “I will need all the game tokens,” which you shake together in your cupped hands then let them randomly spill in front of a spectator, “and a bunch of deed cards.” You give the deeds packet a good shuffle and remove seven of them. “Seven is a good number. In fact, it is the number of spaces on a given side if you count only the properties.” Which is not necessarily true ... but it sounds good! You arrange the cards “face up” which is to say, “Mortgage” side down, in a circle.

You then hand the dice to a spectator. “Of course, we will need these dice. Please give them a good shake and let them roll.” As in the game, if they roll “doubles” ask them to roll again.

You now turn your attention to the game tokens and slide two of them towards the spectator. "Please select any one of these two and place that one out of play – back in the game box. Very good, now slide any two remaining, your choice, towards me and I will do the same." This continues until just two pieces remain. "Are you right-handed or left-handed? Please take your (left or) right hand and cover one of the remaining pieces." After that is done, you comment, "So you left the thimble out in the open, and you are protecting the little dog. OK, the thimble is out of play." And you toss it into the box.

"Now, let's look at the dice. You rolled a four. Are you OK with that roll, or do you want to roll again?"

They are satisfied with their roll. You place the selected token on deed card #1 (top of the circle in the configuration illustrated below) and count "one". You instruct your helper to use the token and to continue moving clockwise one space (one deed) at a time. Card #2 is "two" ... they move their token to card #4 which they then turn face-down ("Mortgage" side up). They continue to move the token another four spaces in this fashion until all but one card has been turned "face-down". Remove the last "face up" deed and place it aside with the token.

"So by pure chance, and the roll of the dice, you selected the little dog game piece and the deed to Marvin Gardens. You will recall before you rolled the dice...before we even randomly removed the deeds from the packet, I placed a little note in between all the Chance cards. Can you remove that note and read it out loud?"

Of course it says, "You will not pass GO. You will not collect \$200. But you will select the Dog token and you will randomly land on Marvin Gardens."

**GO...**

Magicians will likely see what's going on. But the two forces used here seem to completely fly past everyone else. In the example, we're forcing the selection of the dog token and the Marvin Gardens deed card. You use this in your written prediction and sandwich it amongst the Chance Cards.

The force of the dog token is accomplished using the very versatile PATEO Force. Readers of this column know how much I love Roy Baker's "Pick Any Two, Eliminate One" force. Originated in 1968, you can read more about it in my March 2016 "Auto-Magic" column.

While there are several flavors to the performance of the PATEO, I usually start with an even number of items and me pushing out the first two non-force items to the spectator. The spectator tosses one aside (“back in the box, out of play”) and moves the non-selected piece back into the pile. They then push two game tokens of their choice towards me. I remove one and push the other back. Obviously, I do not give the spectator a choice of two that includes the force piece and if one of the two pieces presented to me by my assistant is the force piece, I toss the other one out of play. This back-and-forth continues until two pieces remain: the force piece and any other piece (here, the dog and the thimble respectively).

I now ask my helper to cover one of the remaining two and using equivoque, we have the dog piece forced. Read the patter above. If they cover the dog, you can say “Thanks for being kind to animals” as you toss the thimble aside. If they cover the thimble, I pick up the dog commenting, “You must be an animal lover. It was clear you had your eye on the puppy all along.”

The force of the Marvin Gardens deed can be done in a multitude of ways. These are cards after all! But I think using the mathematical “Seven Force” works nicely because the mechanics of it feel analogous to the game play of Monopoly.

After mixing the cards, you peel out seven property cards. Don’t use the Railroads or Utilities because the patter mentions that there are usually seven properties to be had on the edge of an average Monopoly game board. I lay the cards out in a circular pattern. Card #1 (“Tennessee Ave.” in the illustration) is topmost. Card #7 (the force card) is directly to the left. Following the procedure as written here, on the count of “one” you place the token on Card #1. On “two” it is moved to “Pacific Ave.” “Three” is “Boardwalk” and “Four” lands the dog on “Oriental Ave.” which, like the tokens earlier, you take out of play. But here, you merely turn the card over (rather than removing it from the table). You place the token back on top of that turned-over card and proceed to the next count (which will eliminate “Tennessee Ave.”). As soon as six deeds are “mortgaged”, you pull the last one in play aside and place it next to the little dog game piece.

I usually put all the other cards aside with the discarded tokens, reiterate how the choice was clearly fair and random and aligned to Monopoly rules, and then proceed to the denouement.

**Gamey Thoughts.**

While researching Monopoly-based effects, I was surprised and amused to note that in his Monopoly effect mentioned earlier, Danny Archer also used the PATEO Force in the selection of the token. I'd say brilliant minds think alike, but Danny is in a class of his own! The "Seven Force" is, of course, Sands' PPF.

I have also toyed with the idea of having the prediction printed on a Chance Card. Simply glue a label with the prediction onto the face of a card. I cut 1/32" off the short edge of the card. I can then fully shuffle the Chance deck and riffle the back end of the cards upwards. The "short" is evident and I cut the pack at that point.

It is an interesting little variation, keeps with the overall theme, but I believe it is superfluous and it weakens the reveal.

Let me know what you think. You can email me at: [mbreggmagic@gmail.com](mailto:mbreggmagic@gmail.com)

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Check out a number of Michael's effects and books at Penguin, among other leading sites. <https://www.penguinmagic.com/s/breggar>

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## TORN & RESTORED – EXPOSED!

Paul A. Lelekis

EFFECT: The magician teaches the children a really cool magic trick! He explains how a piece of paper is torn up into pieces and then restored. He then makes the "switched-out" torn pieces, magically restore into one piece!

This effect is a lot of fun to perform and very easy to do! This is one of the very few tricks that you can perform for children that will actually get applause!

DO NOT DISMISS this trick as a "throw away" ...it is a real WINNER and quite easy to perform.





I was performing at a 3-day street show with many vendors, and I decided that on the third day, the only trick I would perform was “Torn & Restored” - I performed it 87 times and it was a huge hit! Yes I did perform other things...but mostly this trick.

**PREPARATION:** You may use sections of toilet paper, or cut up a piece of writing paper or preferably, tear up a paper napkin as I often find at restaurants or any other type of corporate or community show where I will perform.

Napkins work the best - one ply only! I normally use the paper napkins from whatever restaurant or party that I am working.

What I do is unfold a paper napkin and if it is two-ply, separate them. Then I tear the single ply into 4 pieces following the creases.

You'll need three of these pieces every time you perform this trick.

If I'm table-hopping, I prepare for this effect, beforehand, by having several of the pieces of the same type napkin, already balled up in my right pocket, depending how many times I plan to perform it.

Open up the napkin and you will see that it is creased into four (or more) pieces. Tear it into four pieces along the creases. These pieces should be about 6" square per piece. They may vary in size.

**METHOD:** Before you approach your spectators, get one of the napkin “balls” secretly, into right hand finger

Ask the child or children, “Hey kids! Do you want to learn a really cool magic trick?!” They will respond excitedly that they do.

“This trick is a classic of magic – and it's real easy to do!” Take a napkin from the table, open it up and then proceed to tear it into four pieces. “Now we secretly need TWO of these pieces – but your audience only knows about ONE of them.”

Here you hold up two pieces, one in each hand, (remember that the RH secretly holds a finger-palmed ball!). Make this part of the “explanation” easy to understand!

“Now we crumple up one of the pieces of napkin and then put into in your

left hand...this is called, palming!” Openly place the crumpled-up ball into your LH finger palm.

Situation Check: There is a finger-palmed ball in your LH (the kids know this) and another ball finger-palmed is in your right hand! (Hopefully no one knows this!)

“Next you take the other piece and tear it in half, then tear these two pieces in half again, making four torn pieces of napkin. Now squish these four torn pieces into one ball!”

As you “bunch up” these four pieces into a ball, secretly push the un-torn ball from your right hand, against the torn pieces. Now display the two balls as one “ball”.

This also allows you to turn your right palm toward the audience.

Now turn this combined ball so that the whole piece faces to your left. It is now an easy matter to separate the ball of torn pieces and secretly place it into RH finger palm, just as you take away the crumpled-up ball that is whole, and openly place it at the tips of your left fingers.

Do the above actions as you give the patter, below:

“Now comes the sneaky part kids! Show everyone the ball of torn pieces and then place it at the tips of your left hand – the SAME hand that holds the secret napkin ball! So you have to be sure that no one sees this!”

(Here you refer to the balled up napkin, palmed in your left hand, showing it to the kids...which provides further cover for the secretly palmed ball in your right hand.)

Situation Check: You are now, openly displaying the “ball of torn pieces” (actually the switched-in whole piece!) at the tips of your left fingers and telling everyone that you must keep the “extra” ball in the same left hand, hidden in finger palm. The right hand hides the actual torn pieces in finger palm.

“Next kids, you have to switch these torn pieces (indicating the un-torn ball at your left finger tips) for the whole piece of napkin, hidden in your left hand!

How do we do this...by using misdirection!”

“I go into my right pocket and remove a coin or a magic wand or invisible

magic dust...or whatever!” Here, your right hand goes into your right pants pocket to remove the “magic dust...or whatever”, but actually ditches the torn pieces into that same pocket! You are now totally clean!

“See how everyone looks at my right hand when I go into my pants pocket? That’s called misdirection! Now as everyone is looking at my right hand, my left hand switches the torn pieces, for the hidden whole piece in my LEFT hand!”

(Here you show everyone how your left fingers, switch the two balls in your left hand. The spectators will believe the ball at your fingertips to be the torn-up ball...but actually both balls are whole pieces. Openly switch the two balls.)

“Now I sprinkle the magic dust onto the torn pieces - actually it’s the whole piece! - and then open it up to show that the napkin has restored!”

“You have to remember to keep the torn pieces, hidden in your left hand (show the finger-palmed ball in left finger palm to your spectators) otherwise everyone will know how you did it!”

“If you DO “flash” or accidentally show the torn pieces in your left hand, then you have to use real magic (make some magical gesture) - and make these torn pieces form into one whole piece again! Now I have two whole pieces to do the trick all over again!”

Open the other balled-up piece in your left hand to show it, too, has restored!

Final Thought: DO NOT UNDERESTIMATE this easy piece of magic or think of it as a “throw-away”! It is a very powerful piece of “theater” and I have received applause from CHILDREN and adults, many, many times after performing this. This effect is just that good! Even the parents will be amazed!

Paul A. Lelekis –

You can view ALL of Paul's ebooks, at Lybrary.com .. They are, undoubtedly, one of the best values in all of magic.. Many are now considered underground classics and are available for IMMEDIATE download...

<http://lybrary.com/paul-a-lelekis-m-163788.html>

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## Five from Michael Boden - Video Tutorials

I am really excited to present a new feature in the Magic Roadshow that I'll call **'Five From Michael Boden'**. This follows the publication of several video tutorials from Michael in the last Roadshow. After several phone sessions, Michael agreed to share roughly 70+ video tutorials with the magic community, and I enthusiastically agreed to provide the conduit..

First, Michael is one of the most respected magicians in the country. His videos have been featured in Hocus Pocus for years, and now Michael is going to offer up some of his classic videos as well as a number of new videos unseen by the magic community. (We will publish additional information about Michael as we move from issue to issue.)

Each video will feature both a presentation and a complete tutorial. Michael is a true underground legend, and his unique effects and handling will become one of the most anticipated features in each new Roadshow.. I guarantee it..!!

We will present a mix of card magic and coin magic, plus whatever else Michael chooses to share. These are commercial effects, perfected through years of handling and performing. Actually, these effects are SO commercial, China sites are charging for the same effects Michael will share with Roadshow readers freely. How's THAT for an ironic twist..!

**\*\* All video tutorials are published to Youtube, so there's nothing to download. Just click the link and enjoy. Also, all videos are unlisted to restrict viewing by folks NOT in the magic community. Let's keep them that way.. please.**

-----oOo

## Ribbon Spread Turnover Revelation

"Ribbon Spread Turnover Revelation" is a non knuckle busting way of producing the four aces.

After shuffling the cards the deck is ribbon spread across the table. As the ribbon spread is turned over and in motion.....the aces are magically pulled out of the spread one and two at a time giving the impression of great sleight of hand but unique secret makes it easy.



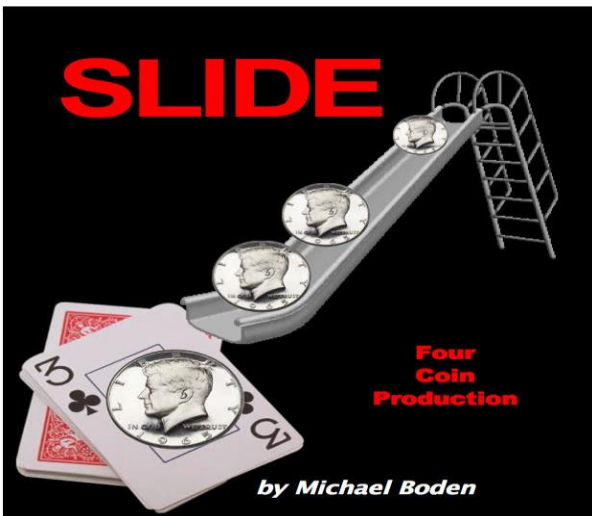
[https://youtu.be/ct\\_cQZ9Qcnk](https://youtu.be/ct_cQZ9Qcnk)

-----oOo

## Slide

"Slide" is a very pretty/artistic way of magically producing four coins from a deck of cards. The simplicity of the method puts this effect within performing reach of anyone with just a little practice.

<https://youtu.be/DFaV-K9jzgo>



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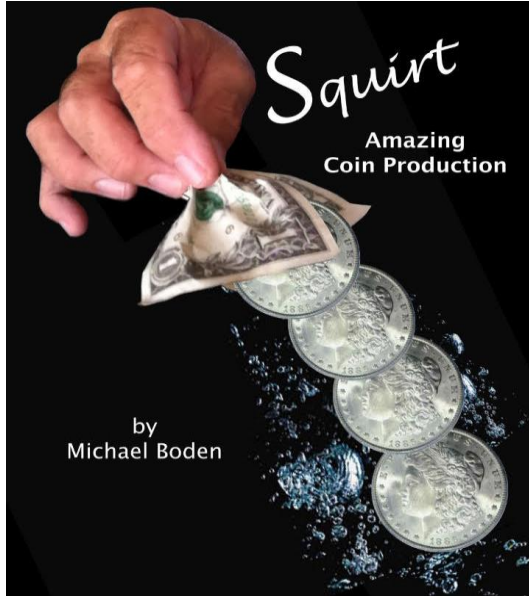


## Perfect Blend

The "Perfect Blend" is the combination of two effects that blend so well together, that they seamlessly appear as one. When "Open Revelation" by Paul Harris & "Slide" by Michael Boden are blended together.....you get a beautiful four ace & four coin production that makes for the "Perfect Blend".

<https://youtu.be/mvVmDx3r4ow>

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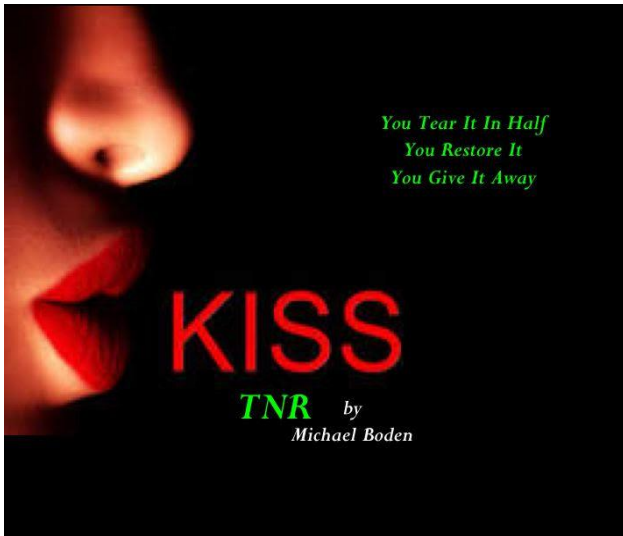


## Squirt

"Squirt".. The magician takes out a dollar bill and after openly showing it front and back to be just what it is.....just a dollar.....four silver dollars seemingly SQUIRT into existence from it..

<https://youtu.be/Ez4KHkOSXAs>

-----oOo



## Kiss TNR

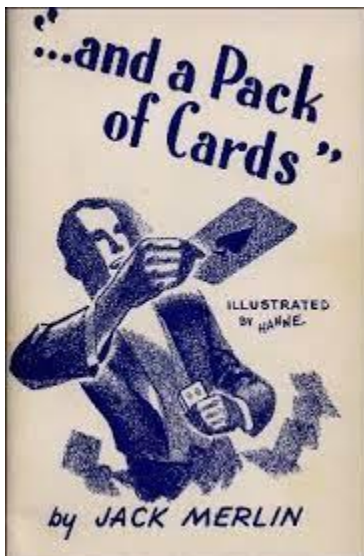
"Kiss TNR" is a torn & restored card that will have you thinking to yourself...."why didn't i think of that". You very openly tear a card in half and then fuse both pieces back together with virtually no sleight of hand. You can even have the card signed and you still fuse both pieces back together .....giving the restored card immediately back to the spectator.

<https://youtu.be/IHYG335AGyY>

**\*\*\* Thanks Michael !!**

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## Jack Merlin: Lost, But Not Forgotten - Biography By Christopher M. Reynolds



In any art form, from acting, literature, music, or even professional wrestling, there is a list of names longer than Route 66, whose fame and influence once blazed brighter than Haley's comet only to fizzle out into a tiny dim spark and then extinguish altogether. Who remembers such great artists as actor John Cazale, writer Chester Himes, musician Mark Bolan, or pro wrestler the Dynamite Kid?

Magic also has its obscure cult heroes. The legacy of performers such as Senator Crandall, Orville Meyer, and Topper Martyn has fallen through the cracks. Their names are likely never to be remembered again, consigned to

oblivion.

One of those forgotten luminaries is Jack Merlin. He was born James William Myers in Schenectady, New York, around 1885. His first foray into magic was

around age 20 as the assistant to his friend Frank Nightengale working under the stage name Jimmy Myers. Nightingale suggested that his partner change his name to "Jack Merlin." The duo performed magic shows under "Nightengale and Merlin" with much success.

Around 1906 the pair split and went their separate ways. A chance encounter with escape artist Harry Houdini at Martinka's magic shop in New York City would change Merlin's life. Houdini was so impressed by the budding card manipulator's skill with the pasteboards that he financed a trip to England for Merlin to establish himself as a solo act.

After a couple of years of struggle, he rose to headliner status on the Keith vaudeville circuit as a comedy card performer.

From 1908-1934 he traveled throughout the United States, England, Canada, and Australia. A career highlight was a command performance for the Royal Family in England in 1912.

His vaudeville run was briefly put on hold in 1914 at the outbreak of World War 1. While playing to packed houses in San Francisco, Merlin got swept away in a wave of patriotism and joined the U.S. Army cavalry. He eventually rose to the rank of second lieutenant before the armistice in 1918.

Like many artists and performers, Merlin was a chronic alcoholic. Upon returning from the war, his ill-controlled heavy drinking took over his life. His last appearance was in 1934 at the Biltmore Bowl in Los Angeles. After 1935 his career suffered, and he practically vanished from the public eye.

He and his wife, Lois, eventually ended up in Indianapolis, Indiana performing the occasional magic show at local Elks Lodges and small churches. His last remaining years were as a patient at a government military hospital in Marion, Indiana.

Jack Merlin died on December 28, 1943, of a heart ailment brought on by complications of alcoholism. His body was buried at Marion National Cemetery.

His small but stellar legacy to the art of card magic lives on today eighty years after his death in one slim volume titled "...and a Pack of Cards."

Initially, the book was issued as three separate monographs: Master Manipulations, Merlin At The Card Table, and Merlin's Master Miracles. They were revised and edited by fellow card manipulator and magic writer Jean Hugard in 1940.

Despite being a popular vaudeville headliner hailed by his contemporaries, the book gets zero recognition from today's modern finger flingers and move monkeys. Maybe Merlin's minuscule literary output has relegated him to the dust bin of obscure one-hit wonders.

To many, "one-hit wonder" is seen as some snarky insult. But, to me, it's better to have had one hit than no hits at all. Jack Merlin was an icon of card magic. For one brief, fleeting moment, he was one the best there ever was, and one of the best there ever would be with a pack of cards.

Christopher M. Reynolds

-----oOo

### **One From Jack (Merlin)....**

### **CRIMPS...**

A little something from “Merlin's Master Manipulations” Jack’s unique method for putting a quick crimp in a card reinserted into the deck by the spectator... Christopher’s article inspired me to do a little digging.. Rick C..

I have found that very few if any manipulators appreciate the value of the crimp. I prefer it to a bridge as the bridge is universally known. The following is my method of crimping and is indetectable.

#### **I Crimp From the Side.**

Hold the pack naturally as for dealing in the left hand, In collecting a selected card, instead of cutting as is usual, hold the pack and ask the spectator to return the chosen card any place



in the pack, being careful to make the far end the only possible place he can insert it. After he has inserted the card about an inch, by bending the wrist quickly to the right you will find that the card which the spectator is in the act of inserting will be carried to the left, causing the near right corner to protrude from the right side of the pack at about the position of the second finger of the left hand which is holding the pack.

Immediately crimp this corner by bending it down on the side of the pack with the tip of the second finger of the left hand, when you have the card in the favorable position for this crimp squeeze down on the top of the pack with the left thumb. This prevents the spectator from inserting the card or in fact from moving it at all. When you have crimped the corner, say "But, I meant you to take the pack and place the card wherever you please, in fact I don't want to touch the pack at all."

Push the pack in his hand and even if he removes the card and places it in a different position you have it marked. Ask, Are you satisfied? Well, shuffle them for good measure."

After Cards are returned to you it is easy to locate the chosen card by the crimp in the corner. In crimping be sure to bend the corner but slightly so as to make it unnoticeable to the spectator. By experiment and practice you can easily ascertain the bend required to distinguish the card. If performing two or three tricks using the crimp always be careful after each trick to bend the corner of the card back to the original position so it will not confuse you in later experiments.

Jack Merlin...

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## Johnny Mnemonic - aka The Twenty Card Trick

### By Christopher M. Reynolds

The following classic card trick is so old that the Dead Sea was just getting sick when magicians first invented it. Even though the effect has existed since before



the 1400s, its earliest mention is in the French language book *Nouvelles Récréations Mathématiques Et Physiques*, written in 1769 by Gilles-Edme Guyot (1706-1786).



The heart of the effect is a cryptic mnemonic formula that reveals multiple pairs of cards chosen by the audience.

Over the years, the effect has gone by a few different names: Mutus Nomen Dedit Cocis, the pairs re-paired, the twenty card trick, the Latin card trick, and the ten duplicates. But no matter what it's called, the plot is still the same:

The magician deals ten pairs of cards face-up onto the table and asks several spectators to choose a pair and remember the cards. The magician then shuffles and haphazardly lays the cards back down on the table in a five-by-four grid formation. Then, the magician asks the spectators to point out which rows their cards lie in. The performer then correctly names the spectator's chosen cards.

## SECRET

After handing out the pack to be shuffled, deal out twenty face-up cards, placing them in couples, ten pairs total. Invite up to ten spectators to choose any couple they wish and to remember those two cards.

When they've done so, gather up the cards in any order you please, ensuring that none of the pairs are separated. You now deal the cards out again, face upwards, in four rows of five, following the mnemonic formula below.

Mutus Dedit Nomen Cocis consists of ten letters repeated twice: m, u, t, s, d, e, i, n, o, c. If the chosen cards are placed on the corresponding letters, that will point out the position of the pairs. The arrangement of the cards will be as follows:

M U T U S

1-2-3-2-4

D E D I T

5-6-5-7-3

N O M E N

8-9-1-6-8

C O C I S

As you deal the cards, imagine the four words printed as above upon your table.

From the audience's perspective, the performer is carelessly placing cards on the table without rhyme or reason. In reality, the magician places the cards on the table according to a precise design.

Take the first card of the first pair, lay it on M in Mutus, and the second card on the M in Nomen. The next pair goes entirely in Mutus, placed on the two U's. The first card of the third pair is placed on the letter T in Mutus, the second card on the T in Dedit, etc. Continue arranging the remaining packet cards until you put all of them in their proper places.

Ask each spectator, in turn, to point out which rows their chosen cards are. When they do, you can immediately reveal their names. For example, suppose they say the second and third row. You then point out the second and fourth cards in those rows because they'll both represent the letter E.

If another spectator says the first and last rows, you point out the fifth cards in each row because the cards represent the S in Mutus and the S in Cocis.

#### AFTERTHOUGHTS

To make this trick more mysterious, place the pairs of cards on the table face-down.

After reading the description of this ancient effect, you might think that it wouldn't be able to fool a blind chicken, let alone a human being, but you'd be wrong. While this old card trick may not fool professional magicians or sleight-of-hand artists, it will amuse, entertain, and mystify the other 99.9% of the population.

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# Hold It Fast - An Effect

By Christopher M. Reynolds

This card trick is an updated version of an effect I found in "**The Magician's Own**



**Book; or the Whole Art of Conjuring,**" by George Arnold and Frank Cahill, published in 1862. You can find another explanation of the same trick in "125 Magic Tricks With A Regular Deck Of Cards," published by Adam's magic company in 1976. The 44-page booklet was compiled and edited by Graham R. Putnam.

## EFFECT

The magician shows the spectators the bottom card of the deck, which, for example, is the ace of hearts. Next, the magician invites spectators to place their fingers on the ace of hearts, thumb on top of the deck, and count to twenty.

When the spectator finishes counting, the magician asks them if they remember the card's name on the bottom of the deck. After they say the ace of hearts, tell them they've made a mistake.

To the spectator's surprise, they find the ace of hearts has vanished from the bottom of the pack, replaced by the king of spades. The magician then tells them to count down to the thirteenth card, where the ace of hearts is revealed face-up in the pack.

## SECRET

This trick never fails to amaze though it is practically effortless to perform. You'll need two aces of hearts. Before you begin, take the duplicate ace of hearts and cut it in half. You can discard the remaining half or save it as a replacement.

Take the other ace of hearts (the one not cut in two pieces), turn it face-up, and place it thirteenth from the top of the pack.

Place the king of spades at the bottom of the pack. Then place the gimmicked half card on top of the king of spades. The upper half of the cards will show the ace of hearts and the bottom half the king of spades.

The magician holds the pack with the thumb on top and the forefingers at the bottom, covering the gimmicked cards joining. From the spectator's angle, only the ace of hearts is showing.

Turn the pack face-down, parallel to the floor. Transfer the end of the pack with the exposed gimmicked card to your opposite hand. This move leaves the bottom half of the pack with the king of spades uncovered.

Ask the spectator to stick out their hand, palm up. Place the half of the pack with the king of spades on their fingertips, then ask them to place their thumb on top to steady the cards.

After the spectator puts their thumb on top of the pack, tell them to count out loud to twenty. As they begin counting, secretly slip the half card (ace of hearts) into your palm and put it into your pocket.

After your spectator counts to twenty and has turned over the pack, showing the king of spades, have them count down to the thirteenth card, revealing the vanished ace of hearts face-up inside the pack.

#### AFTERTHOUGHT

You can place the face-up card at any number in the deck, not just thirteen. Also, you can use any two cards for the trick, but an ace and a face card of different colors make a nice visual contrast.

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#### - SIDE ROAD -

“One cannot always be a hero, but one can always be a man.”  
—Johann Wolfgang von Goethe

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# Dr. Raymond L. Beebe - Working Class Conjuror – A Brief History

## By Christopher M. Reynolds

Magic culture can be just as star-stricken and celebrity-obsessed as a rabid crowd of tabloid-reading Hollywood movie fans at a film premiere.

There are thousands, if not millions, of working magicians globally, but the David Copperfields, Criss Angels, and Shim Lims of the world, television illusionists, garner most of the attention.



But what about those magicians who aren't household names? No one ever acknowledges the "working class" conjurers, performers who hold down a 9-5 job while successfully pursuing magic on the side. These journeyman magicians are the unsung heroes who make up the magic industry's meat and potatoes.

There's not much recognition or fame attached to that role, but these amateurs continue to be amateurs in the truest sense of the word, doing it for love, not money.

Dr. Raymond L. Beebe, D.D.S. (1898-1993), a prominent dentist in Los Angeles, CA., was a successful and inventive magic writer, performer, and board member of many magic clubs and associations.

Born in Kennesaw, Michigan, Beebe was a magic prodigy. After developing an early interest in conjuring, by the time he reached his teens, he was known around his high school as "The Boy Magician." In 1915, at age 17, he contributed his first trick (a rising card effect) to The Sphinx.

While attending college, he gave up his pursuit of magic to focus full-time on his dentistry studies. He attained Dentistry's coveted Omicron Kappa Upsilon (equivalent to Phi Beta Kappa), graduating in 1922.



Around 1940, Beebe again caught the magic bug after establishing a successful practice in San Marino, CA.

He began performing and contributing effects to magazines like Genii and The Linking rings, eventually becoming an editor and illustrator at Hugards Magic Monthly.

Beebe was a talented artist, doing drawings for Hugards in colored pencil. Unfortunately, the magazine was printed in black and white, and no one saw Beebe's vibrant artwork as it was meant to be seen.

After his wife passed away in 1964, he liked to spend his free time with other magicians. The Los Angeles Magicians Round Table, the Magic Castle, and the Magic Circle are only a few of the many organizations in which he was an active member. He also served as President of the Pasadena Magicians' Guild and as a board member for the Society Of American Magicians (S.A.M.) assembly No. 22, located in downtown Hollywood.

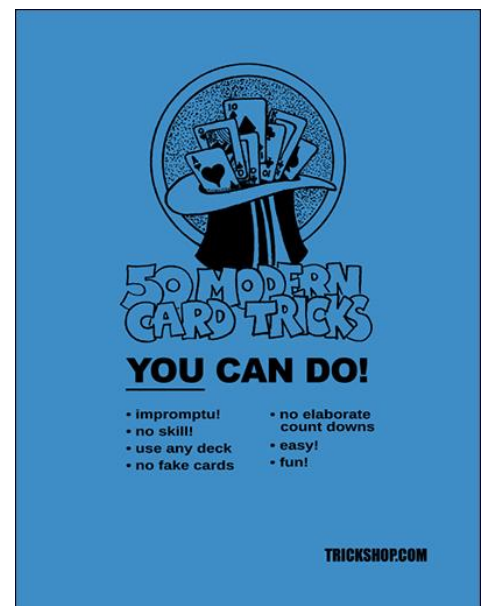
In 1966, S.A.M. Assembly No. 22 awarded him a trophy for originality for his effect, "Card Under Foot Transference."

Dr. Raymond L. Beebe died in Apple Valley, MN., on January 14, 1993. He was 94 years old.

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## X-Ray Eyes - Glenn Gravett – Impromptu Effect

Glenn Gravett's books are some of my very favorite magic books.. truthfully. My initial inspiration was John Scarne, and Glenn is equally adept. He really knew how to keep things simple (The KISS principle) and create tricks that could be performed on a moment's notice, most with a spectator's deck. This is a great example. There are a number of popular



performers who take Glenn's effects, purty them up, and sell them commercially...

Rick C..

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Secretly glimpse the bottom card of the pack. Hand pack to a spectator. Ask him to square up the deck face down on the palm of his hand. Tell him to pull out the center third of the deck and drop it on top of the pack. Ask him to mark his initials lightly on the back of the top card (the top one of the middle section he pulled out.) He is not to look at its face.

Ask him to give the pack a single cut, then another one or two. He then ribbon spreads the cards in a long spread on the table, face up. You note the card immediately above the bottom card you noted earlier. Mark your initials on its face. Ask him if he can find his card. Of course he can't because he never looked at its face. Tell him that if he can't find his own card, there is no way that you can find it except to look at their backs and locate the one with his initials. Turn over the cards. Pick out the one with his initials on the back. Show that it is the very card on which you wrote yours on the face. Credit to Ned Rutledge.

This is one of 50 effects from '50 Modern Card Tricks' by Glenn Gravitt. You can purchase the entire licensed ebook for 5 bucks (A Bargain!) from Trickshop.com, one of my favorite places to buy ebooks on the web.. The owner, Patrick, is super nice and will treat you right.

<https://trickshop.com/50-modern-card-tricks-gravatt.html>

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## Tips and Tricks For Magicians Resource



I'm a slacker... Why? Because I sometimes fail to give a shout-out to my friends in the magic community. I'm always looking for some kind of give-away.. or something I can wave on a string to get readers attention. I figure THAT adds credence to my articles and encourages folks to click thru to the sites. Sometimes, I fail to realize I've been doing this long enough that perhaps my

recommendation alone may mean a little something to readers. That said... these next two sites are simply sites I enjoy.

**Ryan Pilling**, aside from being an extremely talented magician and creator, is the big boss at **Tips and Tricks For Magicians** -and- one of the nicest guys in all magic. You owe it to your future to visit Ryan and explore his site. This is first-class stuff...

From the Tips and Tricks for Magicians site:

‘Sharing The Secrets Behind The Secrets...’

‘It seems you can get pretty far in magic, learning a whole lot of tricks, and still miss out on some pretty big secrets. This website is dedicated to the tips, tricks, and techniques to become a better performing magician in the eyes of real audiences.’

‘In many cases, these secrets are not pretty. They don’t get the same attention as the latest and greatest best-seller trick. Frankly, many magic shows are held together with gaffers tape and coathanger wire. That’s the kind of secrets we love here.’

<https://www.magictipsandtricks.com/>

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## Rocco - A D'Lite-ful Magician - Interview by The Magic Word

Scott Wells constantly produces interesting and informative interviews with the top performers in magic. That’s why he is the second of two sites I strongly recommend to you guys and ladies.. Of all his recent interviews, his interview with Rocco was one of my favorites.. Rocco is such a talented and delightful person.. So is Scott !!



“In this week’s episode, Rocco shares stories about how he started in magic and the story of how D’Lites were created and stolen. He also chats about some of his highlights so far in his life from his many experiences of performing from the Crazy Horse in Paris to winning the Golden Lion from Siegfried and Roy. He also talks about his inspiration from Bill Wisch and Slydini that made him the magician he is today.”

Listen or download the hour long interview at:

<https://www.themagicwordpodcast.com/scottwellsmagic/691-rocco>

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## \_Side Street\_

Put your deck down for a minute and r-e-l-a-x  
I’ve discovered through the years some  
readers, other than just myself, actually enjoy a  
peek down a side street ...



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## How to Bounce a Dinner Roll. - Resource

I know.. I know.. it's not really magic. But...  
The Art of Manliness is one of those sites  
you visit for a moment.. and stay a couple  
of hours. You get lost among the many  
articles, on almost any subject of interest  
to men. Fashion, skills, tools, general  
interest, self improvement.. you name it.  
So, if you want a little break from hard  
core magic, ease on over to AoM and check it out..



"An essential part of being an awesome uncle is having a repertoire of tricks and jokes that will amaze your nieces and nephews, and crack them up. So from time to time we'll be offering you current and future uncles out there a tutorial on some gags that'll have them thinking you're the coolest dude in the world."

"This time around, we're offering a tutorial for a great mealtime gag: how to "bounce" a dinner roll on the floor. You can also bounce a donut at breakfast, or any other suitable baked good."

Related Posts.....

Cool Uncle Tricks: How to Levitate

Cool Uncle Tricks: How to Break Your Nose

Cool Uncle Tricks: Make a Salt Shaker Disappear

Cool Uncle Tricks: How to Detach Your Thumb

Cool Uncle Tricks: Smash a Grape Through Your Head

Cool Uncle Tricks: How to Juggle

<https://www.artofmanliness.com/living/games-tricks/cool-uncle-tricks-how-to-bounce-a-dinner-roll/>

## **Jokes for Little Kids..**

While at AoM checking out the article on cool uncle tricks I ran across this article on jokes for little kids.. and we're talking three to six year olds. As a magician, you are well-suited to have a pocket full of jokes for young kids.. it doesn't matter whether you are a children's performer or a table hopper in restaurants.. it pays to be able to make kids laugh.

I've always said.. "Make the kids happy.. make the parents happy".. and it's true.

"You're going almost entirely for funny delivery, which includes goofy noises and laughing hard at yourself, which often gets them to laugh too."

Truthfully.. most of these jokes are as old as I am. Many jokes you've heard before. But they serve as a reminder that, although the joke may be forty years old.. the children you're sharing them with are four years old. Tuck a few away....

"Why are giraffes' necks so long?"

Because they have really smelly feet!

“What do you call a dancing cow?”

A milkshake!

“What has two legs but can’t walk?”

A pair of pants!

“Who can jump higher than a skyscraper?”

Anyone! Skyscrapers can’t jump.

“What did the little corn say to the mama corn?”

Where is pop corn?

“Why did Mom throw the butter out the window?”

She wanted to see a butterfly!

“How do you get a squirrel to like you?”

Act like a nut!

“Where do cows go on Friday nights?”

To the moo-vies!

“What does the ocean do when it sees its friends?”

It waves!

“Why is 6 afraid of 7?”

Because 7 ate 9!

“What do you call a snowman in the summer?”

A puddle!

“What animal cheats at games?”

A cheetah!

“What is a tree’s favorite drink?”

Root beer!

“What do porcupines say when they kiss?”

Ouch!



“What do you call a dog that goes to the beach in the summer?”

A hot dog!

“What do you call cheese that’s not yours?”

Nacho cheese!

“Do you have holes in your underwear?”

No? Well how do you put your legs through it?!

“What time would it be if a dinosaur showed up at your school?”

Time to run!

“How do you make a tissue dance?”

Put a little boogie in it!

“What do you call a pig that knows karate?”

A pork chop!

“Which building has the most stories?”

The library!

“What kind of shoes do ninjas wear?”

Sneakers!

“What has four wheels and flies?”

A garbage truck!

“What do you call a cow with no legs?”

Ground beef!

“What do you get when you put cheese next to ducks?”

Cheese and quackers!

These jokes were compiled by Jeremy Anderberg for **The Art of Manliness**.

They are all jokes of old that you can use as you see fit..

<https://www.artofmanliness.com/>

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Want a really deep dive?  
**100 Skills Every Man Should Know...**

<https://www.artofmanliness.com/skills/manly-know-how/100-skills-every-man-should-know/>

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“For many, ‘rehearsing’ means going over the words in your head. That’s not good enough... say the words aloud.” – Ken Weber

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## Vanish Magazine - Message by Paul Romhany - Editor

We are pleased to announce the huge free edition of **Vanish** - and it's all FISM related. If you weren't there you will feel like you were, and if you were then you can relive some of the incredible historic moments.

Four different contributors - four different points of view plus photos galore.

Get your free copy from here - <https://joom.ag/Q0ld>

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## Haunted Key Deluxe - by Murphy's Magic - A Review Rick Carruth



This is the Ad Copy:

Description:  
Murphy's Magic is proud to present the  
Haunted Key Deluxe!

**Effect:**

Imagine placing an old Key on the palm of your hand and without any strings, wires, magnets, electronics, etc. the key starts to move on its own!!! Turning 180 degrees right in the palm of your hand!! A seriously spooky and mystifying effect that can be handed out at any time for complete inspection. You need NO body-hook-ups, NO extra gimmicks and there are NO lighting issues.

The problem with most haunted keys is that they don't look old or "Haunted"... The Haunted Key Deluxe looks and feels the part.

**BONUS!**

Also, included is a full tutorial on bonus effects that can be performed with the Haunted Key Deluxe. With some of these effects you may need extra items to perform with.

The Haunted Key Deluxe fits right into your pocket and can be performed in many different environments, making this one of the most versatile gimmicks you can have on you.

Aged Patina

Perfectly Balanced

Large Size

Multi-Effect Tutorial

Fits in Pocket

Take Anywhere

**My Thoughts:**

The Haunted Key is a classic.. and this is a review of the classic. Seeing as how Halloween is right around the corner, I thought this would be appropriate. I think most of you understand -how- the HK (haunted key) works. There are no electronics, strings, pulls or magnets. It works totally via the power of telekinesis... sort of. Well, saying it APPEARS to work with telekinesis might be more appropriate.

You lay an old-fashioned skeleton key on the palm of your hand.. and with the proper amount of mental power and finesse.. the key slowly begins to turn. It will roll over a full 180 degrees with zero apparent physical help from the magi.

Just for the record.. the three parts of a skeleton key are:

### **Bow**

The bow is the “handle” of the key. Often, antique keys will have a circular shape or design to them.

### **Barrel**

The barrel is the longest part of the key; it’s the component that connects the bow to the bit.

### **Bit**

Bit and teeth go hand and hand. The bit of a key is the teeth at the end, which are inserted into the lock.

Generally, you place the key across the palm of your hand, with the Bit facing you. As you focus your concentration on the key, you'll see the bit start to move. Slowly, the bit, (and the rest of the key of course..) will begin to turn, and the bit will go from facing you to facing away from you.

How does the key turn? It's called the 'ideomotor effect'. If you aren't sure the meaning.. google it. Let's just say it's self-powered. It works, and it REALLY looks good with a little bit of practice.

Murphy's Magic 'Haunted Key Deluxe' is the perfect key for this effect. It is a large key.. which makes it extend the full width of your palm.. and then some.

It is aged properly.. to look like a really old, really spooky accessory.

It is balanced better than any other haunted key I've ever used.. and that's very important.. as you'll see.

And it drops neatly in your pocket.. to use at a moment’s notice.

You're also provided all the instructions you'll need to get the most use out of your key.

You can't beat the bang for your bucks. This is so little to spend on something that will bring you such satisfaction as a performer. This isn't just a Halloween effect. You'll use this throughout the year, although Halloween gives you a great reason to perform it..

I highly recommend the Haunted Key Deluxe... it's one of my very favorite bits of magic and mystery.

\$14.95 .. From Murphy's Magic & their Associates

<https://www.murphymagic.com/Product.aspx?id=64377>

Review by Rick Carruth for Murphy's Magic & The Magic Roadshow

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## BOUNCE - by Juan Luis Rubiales - A Review Magic download (video)

This is the Ad Copy:

This is the type of hyper visual effect that makes you stop in your tracks. The type of magic that you just can't help but smile when you see. "Bounce" is a super fun and innovative technique for making playing cards seemingly appear out of thin air with the bounce of a ball.



"Bounce" by Juan Luis Rubiales (the creative mind behind our bestseller "Debajo") allows you to add a super visual element to all your favorite card magic tricks. It is one of the most memorable ways to find a selected card, produce a four of a kind and so much more. While "Bounce" is designed to be visual, it can also be performed with face-down cards. That means you can also use it to secretly add on cards in the innocent action of bouncing the ball.

Here's the craziest part..."Bounce" doesn't use any fancy gimmicks or special cards. It's all sleight of hand using a novel technique that can be done with any regular deck of playing cards. While it will take a little practice to get down

smoothly, it's way easier than you might think. Well within the range of any card magician. Multiple ideas are included with your download to get you started.

My Thoughts:

I truly appreciate effects that make you think and expand your creative reach. BOUNCE does just that.. and for the price.. you can't beat it.

Juan Luis Rubiales has created not just an effect, but a method. You can use his method to reveal cards in any number of ways. Produce four Aces. Turn a face-down card face-up in a group of face-down cards. Secretly add a card to a group of jumbled cards. Reveal multiple cards. All from a simple bounce of a rubber ball.

I know this is a review, but sometimes the best way to get an idea of 'how' an effect looks to an audience is to watch the demo video. I encourage anyone with curiosity to watch the video on the Vanishing Inc. site to get a grasp of how good this looks. I can't truly do it justice with my words... and I'm hard-headed enough I'd certainly try if I thought I could pull it off. I hate to say '..just go to the site..', but sometimes it's best.

OK.. now that you've watch Juan magically produce Aces, I can talk about the fine print.. Juan readily admits learning this is not instantaneous. There's a bit of a 'knack' to releasing four Aces in single file. Releasing one is not hard at all, and you'll quickly add the others.

I don't think you have to be a genius to figure out the basics. What Juan teaches you is the subtle nuances to make Bounce look like real magic. For \$11.95 you certainly can't complain about the price. You get a fourteen-minute plus download that teaches several effects and explains the proper type ball to use/buy. Vanishing sells the balls separately.. but I've noticed they are out of stock.

Technically, the rubber ball is a juggler's bounce ball... 140 grams weight and 60 mm diameter. The size of the ball and the composition of the rubber matters. The proper size helps conceal the hidden cards.. and the composition provides the proper surface tension to 'drag' the hidden cards into play.

The download itself is a well-filmed, better than most, video. Nothing negative to write about. Juan doesn't over explain, and makes good use of his 14 minutes of instruction time.

Again.. if you watched the demo, you have a good understanding of what to expect. Personally, I can do one card OK.. with only minutes of practice. My magic cohort, who has practiced somewhat longer, is looking good producing multiple cards. I will definitely recommend BOUNCE to my friends and readers. It's a great utility move, with a flair, that opens a new avenue to produce or reveal selected cards.

\$11.95 .. From Vanishing Inc. and Juan Luis Rubiales

<https://www.vanishingincmagic.com/close-up-magic-downloads/bounce/>

Review by Rick Carruth for Vanishing Inc. & The Magic Roadshow

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## The Vault - Breakers by Ade Rahmat - A Review Video Download

This is the Ad Copy:

A playing card, key, coin, or even a borrowed credit card melt right through a solid deck of cards!

After doing a card trick with a regular deck of cards and with no switches you offer to show them an amazing optical illusion. You borrow a key or credit card, drivers license etc. and make it melt right through your solid deck of cards.



As soon as you show the illusion you can show them every card in the deck one by one and they can see the cards are real and that there are no holes in them.



The gimmick is easy to load on and off the deck which allows you to hand the deck out for examination if you would like, or to continue with other effects using the same deck of cards.

Easy to build. Fun to perform. Download it today!

### **My Thoughts:**

I have a soft spot for pocket illusions. If I can take an illusion that fits in my hands.. and fool you with it.. there's room for it in my repertoire. Since my principle performing venue is a restaurant, BREAKERS is an ideal effect.

I also have a real appreciation for inexpensive magic that works. BREAKERS is very inexpensive and does everything advertised..

Ade Rahmat has created a very functional illusion. You can seemingly pass a selected card completely through a deck of cards. Actually, you can apparently pass any small, flat object through the deck.. including keys, coins, business cards.. and whatever else inspires you.

Notice the key word is 'apparently'. That's where the illusion portion comes into play.

Ade's effect is a download. That means to create the illusion, which in this case is another word for a prop, you'll need a bit of DIY. Although the prop is reasonably complex.. it's not complex to construct. Ade uses almost the entire sixteen minute tutorial carefully constructing the prop/gimmick, and walks you through each twist and turn in real time. All you'll need is a sharp razor and clear double-sided tape. You'll also need a straight edge (ruler) to assist with accurate cuts and a pencil. That's it...

You're taught the basic handling and positioning. There is a bit of angle required.. but your hand should conceal most of the gimmick. Ideally, perform BREAKERS straight on and you shouldn't have a problem. The gimmick is designed to, basically, fold flat to aid in concealment and ditching.. although you don't have to ditch it.

The video tutorial is well filmed and wordless. The video image is quite sufficient to construct your gimmick..

For eight bucks.. you can't beat the price. Go watch the demo video and see how it looks. If this is your type of magic.. you'll appreciate all the effort Ade put into BREAKERS.

\$8.00 .. Available from Murphy's Magic and their Associates..

<https://www.murphysmagic.com/product.aspx?id=72763>

Review by Rick Carruth

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## TRUEFIRE - Learn to play Guitar (Ad)

If you've ever considered playing guitar, any style, any genre, you seriously need to go to Truefire and check out the hundreds and hundreds of lessons and styles available from some of the top players in the world. I've subscribed to Truefire for years.. to help me with my harmonica playing. I love the blues, and I love the harmonica.. so it's natural I registered for the harmonica course taught by W.C. Handy award winner.. Annie Raines, which included 68 lessons specifically geared to blues harmonica. All interactive video lessons include Synced Tab, Slo-Mo, Looping, and More.



My advice... just check it out. Tons of freebies.. and one fee can give you unlimited access for a full year....

<https://truefire.com/ignite/?code=zachNOTallaccess>

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The secret tactic David Blaine and Dynamo use to trick their audience: Magicians increase their EYE BLINKING during moments of deception, study reveals.. – Article from the Dailymail

Magicians blink more during their deceptive hand movements, a study has found. They only do this when they are performing to an audience, and not in practice. It is thought this could help encourage their audience to blink with them. This would hide elements of the trick from spectators that could give it away.

<https://www.dailymail.co.uk/sciencetech/article-11182267/Magicians-increase-EYE-BLINKING-moments-deception-study-reveals.html>

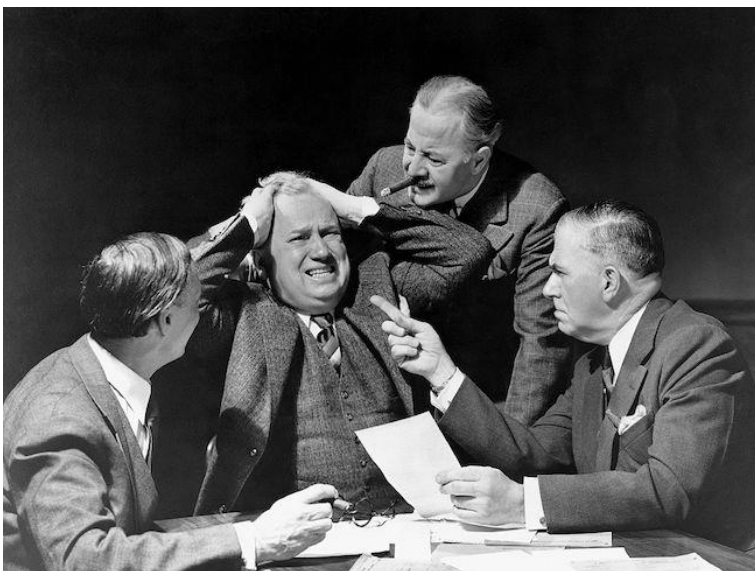
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## Slydini Performing Coin Magic on the Dick Cavett Show...

Classic magic performed for Dick Cavett and Cher.... 6+ minute video.. Thanks to my pal... **Bob Durante**, who had the great pleasure of learning from **Slydini** personally...

<http://www.magicmysteries.org/>

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My magical cohorts trying to get me through this issue. It's been a long, tiring summer, mentally and physically, on my 'other' job... and, again, I THANK my friends for all their work with **The Magic Roadshow Special #15 ..**

## **SIGN UP FOR THE MAGIC ROADSHOW....**

Remember.. signing up for the Magic Roadshow Journal of Magic is Totally FREE. There is NO obligation and your email is 100% safe. (I don't even share it with my closes fellow magicians..) You will be notified periodically as new material publishes to the Magic Roadshow site and you can unsubscribe with one click.

Subscribe Here.. <http://magicroadshow.com>

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Magic Video Tutorials: Hundreds and hundreds of hand-picked magic tutorial videos at:

**Card Tricks and Magical Mysteries** video blog.. <http://www.magicmysteries.org/>

**Magic Roadshow Video Blog...** <http://magicblog.org>

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That does it for this issue. I hope you found something to help your magic along. Remember, if you have material you would like to see published on the Magic Roadshow site.. send it to: [rcarruth@gmail.com](mailto:rcarruth@gmail.com) (This is my personal email. Guard it with your life..)

**Happy Halloween y'all.. !!**

**Rick Carruth / Publisher/ Editor/**

“Performer of Magical Curiosities”

Senior Professor - Camelard College of Conjuring of Chemmis, Egypt..

<http://www.camelardcollege.org/>

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\*\* NOTE: This issue MAY contain an affiliate link. If so, I have added (Ad) to the title. If you click it, I may receive a small compensation from the seller. Remember, I DO NOT affiliate with any product I don't consider worthy of recommending to my friends and readers.. Rick C.

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