

TRICK 1

OCCULUS



CODE SECRET: ARTHURIUM
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CONTENTS:

1 box and lid, 1 cube with 6 different-coloured sides, 1 silver tray.

ROUTINE

The magician shows the cube and the box to the audience, and places the silver tray on the table. The magician tells the audience that he is going to turn his back, and that while he is not looking they have to choose a colour and put the cube inside the box with their chosen colour facing upwards, and then put the lid on the box.

The closed box is placed in the hand of the magician, who still has his back turned. The magician turns to face the audience, and then brings the box from behind his back and holds it out at eye level. He explains that his magic powers allow him to see inside the box, but he needs a vital accessory: the silver tray. As he puts the box behind his back again, he asks a member of the audience to pick up the small tray and hold it out. The magician places the closed box on the tray and stares at it as he explains that the second eye lets him see inside the box. Then he declares: "You chose the colour..."

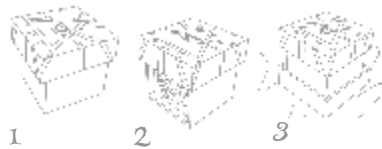
SECRET

There are no hidden compartments or special tricks! The audience puts the box in the magician's hand while he has his back turned to them, FIG. 1. Next, he turns to face the audience but still has the cube behind his back,

which is when he changes the position of the lid, FIG. 2.

When he holds the box in front of him for the audience to see, he can see the cube and the colour that the audience has chosen.

Then he explains that he needs the silver tray in order to be able to see into the box. When he has put the box behind his back again, he moves the lid back so that the box is closed, FIG. 1. Next, he brings the box back in front and places it on the tray, FIG. 3. Now he just has to concentrate and reveal the colour chosen by the audience.



TRICK 2

EQUIPMENT:

box with its cover, 4 little yellow balls

The trick is identical to trick 1, but the magician asks the audience to hide 1, 2, 3 or 4 little balls in the box.

TRICK 3

PHIALA SACRA



CODE SECRET: CLARUM
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CONTENTS

1 phial, 2 metal rods

BEFORE STARTING

Make sure the table or other surface you are using is absolutely flat. Only one metal rod is needed for this trick. The other can be kept as a spare!

ROUTINE

The magicians in the magical kingdom have the power to exert their will over objects. You've probably already seen strange happenings, like pages of books turning over by themselves, or boxes opening and closing without explanation.

The magician is using this phial to practise mastering this power.

He lays the magic phial on its side on the table and tells it to stay in this position: behold, the phial does as it is told!

The magician then asks for a volunteer from the audience to also try to make the phial stay on its side. The audience member places the phial on its side on the table, but the phial refuses to obey and stands upright!

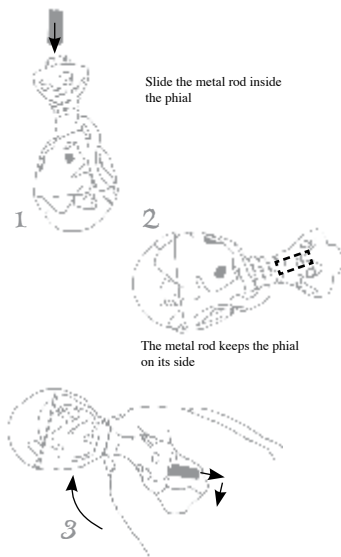
The magician confirms that, indeed, only a sorcerer has the power to submit objects to his will...

SECRET

The small rod that goes into the phial before the start keeps it on its side. FIG. 1 FIG. 2

When the magician asks for a volunteer to try the trick, he picks up the phial by its neck and tips it up so that the rod slides out unnoticed into the palm of his hand FIG. 3

Now the phial is no longer weighed down when he hands it to the audience volunteer, who cannot get it to stay on its side. While the volunteer is busy with the phial, the magician hides the metal rod in his pocket!



Slide the metal rod inside the phial

The metal rod keeps the phial on its side

TOUR 4

SERPENTIUM

CONTENTS

3 snakes, 1 marker, 1 colour card, 4 story cards

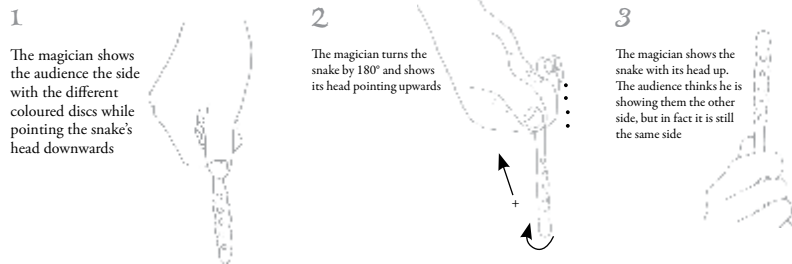
BEFORE STARTING:

Place the blue marker on the card's blue triangle. Put the three snakes in the hollow book, close the book and lay it flat on the table

ROUTINE

The magician explains that every day is a different colour in the kingdom of darkness, and that he has the power to turn his favourite animal, the snake, into today's colour.

The magician asks a member of the audience to give him a number between 1 and 5 to help choose today's colour. Whichever number is given, the magician moves the marker to white. He then tells the audience: "Today's colour is white. Using my magic powers, I will change all the snake's colours to white." He shows the snake to the audience so they can see that it has many different colours on both sides. After turning the snake around and



This movement needs a lot of practice to get right. Practise in front of a mirror.

around a number of times, all of its colours suddenly change to white! The magician says he will perform the trick again. He opens the hollow book and puts in the snake whose colours he has just turned white. He asks the audience if they want him to do it again and choose another colour. He opens the hollow book, takes the snake out and shows the audience that it is all different colours again. A member of the audience is asked to give a number between 1 and 5; the magician moves the marker by the number given but stops on the colour green.

The magician turns the snake around several times to show the audience that it has lots of different colours on both sides, and then all the snake's discs are green. He congratulates the audience for giving him the two colours and puts the snake in the hollow book. It's no problem if the audience asks to see the snake: the magician takes it out of the book and gives it to the audience. The discs on both sides are all different colours again!



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SECRET:

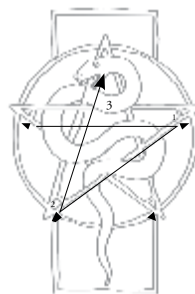
CONTROLLING THE COLOURS: the marker starts on the blue triangle. When the audience gives a number, the magician moves the marker in any direction (around the circle, diagonally, etc) and makes sure that on the last move he puts it on the colour he wants, i.e. white or green.

THE SNAKE: one of the snakes has different coloured discs on both sides; one of the other snakes just has white discs on one side, while the last snake just has green discs on one side.

The audience has to learn to turn the snake in a specific way in order to perform this trick, which involves making the audience think that he is turning the snake around, when in fact he is showing them the same side all the time.

EXAMPLE

The audience chooses the number 3



TRICK 5

COLORUM

EQUIPMENT:

snake with 2 multi-coloured sides, snake with 1 completely white side

PLAYING THE GAME

The magician shows the snake that has the 2 white sides. He pretends to take colours from the audience's clothes and says that by so doing, he can transform the snake in his hands. He suggests to the audience that they check that the 2 sides have indeed been transformed.

THE SECRET

It is the same manoeuvre as the one used in serpentium trick no. 4. At the start, he handles the snake with one multi-coloured side and one completely white side. He only shows the white side; the audience therefore thinks that both sides are white. Once he has pretended to catch the colours from the audience's clothes, all that remains is for him to turn the snake over. At the end of the trick, he puts the snake with the white side in the box and asks the audience to take the snake that has the 2 multi-coloured sides.

TRICK 6

PRÉDICTUM

EQUIPMENT:
black box with its lid, large cube, coloured pentacle card, pawn

PLAYING THE GAME

The magician shows all of the sides of the die. They are all different. Out of sight of the audience, he chooses a colour and places it face-up in the box and closes it. He shows the coloured pentacle and asks a member of the audience to try their luck to find the chosen colour.

The pawn is placed on the colour chosen by

the magician. The audience member states a number from 1 to 4, the magician moves the pawn and shows that the colour square is indeed the same as that of the side of the cube hidden in the box.

SECRET

Forcing the colours: at the start, the pawn is placed on any colour. When the audience member states a number, the magician moves the pawn in any direction (around the circle, diagonally etc.) so that it ends up on the colour that he has hidden in the box.

TRICK 7

VERDUM

EQUIPMENT:
green ring, snake with 2 multi-coloured sides and snake with one completely green side.

PLAYING THE GAME:

The magician shows the snake's 2 multi-coloured sides. He says that he has the power to change the colour of the marks to green. To do this, he will use the green ring that he shows to the audience. He passes the snake through the ring and its marks turn green.

SECRET:

At the start, the magician shows the snake with the 2 multi-coloured sides. When he takes the green ring, he discretely puts down the snake in his hand to pick up the ring and then picks up the snake with the green side again. He only shows the audience the green side when he passes it through the ring.

TRICK 8

MOLLUM

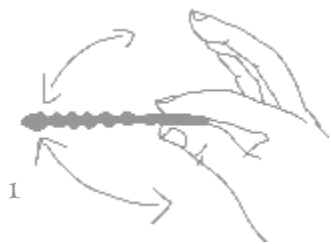
EQUIPMENT:
snake with 2 multi-coloured sides.

PLAYING THE GAME:

The magician shows the snake to the audience and bangs it on the table to show that it is definitely hard. Then, he puts the snake between his fingers (FIG. 1) and says that he has the power to change its physical aspect. The snake becomes all soft.

SECRET

The magician holds the snake, but not too tightly, as shown in FIG. 1. As he gently shakes the snake up and down, the audience thinks that it has become soft.



TRICK 9

DISPARUM

EQUIPMENT:
1 snake with 2 multi-coloured sides, Sellotape (not supplied in the box)

GETTING READY

Stick down the snake with a bit of Sellotape as shown in fig.1.

PLAYING THE GAME:

The position magician shows the snake in the position indicated in FIG. 2 and says the magic spell to make it disappear (FIG. 3). He can even make it re-appear (FIG. 4)

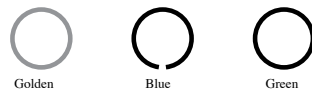
SECRET:

The snake is stuck to the magician's thumb, so he only has to open and close his while bringing his thumb back in. Try it out in front of a mirror, it's very easy!



TRICK 10

SYMBOLO



CONTENTS

3 rings, 1 rope

PLAYING THE GAME

The magician shows the three rings one by one to the audience. S/he says s/he has a gift and that s/he can free the three rings with a rope through them.

S/he asks the audience to take the rope, and to tie a knot at the end. S/he takes it back and passes it through the rings. One member of the audience holds the rope and the rings as shown in FIG 1.

The magician concentrates, wraps the rope several times around the audience member's thumb and then frees the rings. Not only have the rings been freed, but now they are interwoven like a chain!

THE SECRET

Only the blue ring opens. The magician places it in the middle of the two other rings.

Before starting to wrap the rope around the audience member's thumb, s/he discretely opens the blue ring to insert it into the other two rings. So, the three rings are interwoven without the audience realising it.

Then, the magician performs a series of steps around the audience member's thumb as shown below. A member of the audience positions her/his hands as shown in FIG 1. The knot is by her/his left hand.



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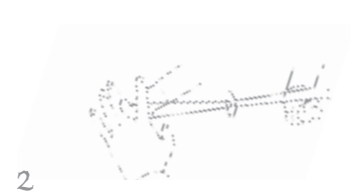


1

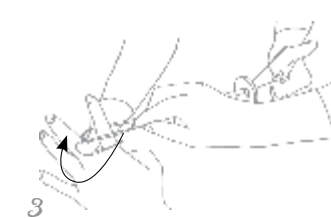
The magician places the fingers of his/her left hand as shown in FIG 2. S/he wraps the rope which is on his/her side around the audience member's thumb once, FIG 3. S/he brings the rings close to the audience member's thumb, FIG 4. and then wraps the rope around the audience member's thumb a second time, FIG 5. The magician removes her/his left hand and pulls the rings towards her/him at the same time, FIG 6. The three rings are freed as if by magic, and now they even form a chain! FIG 7



1



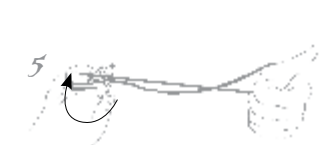
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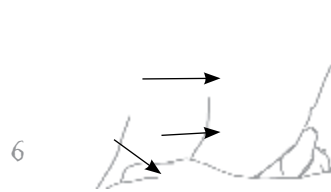
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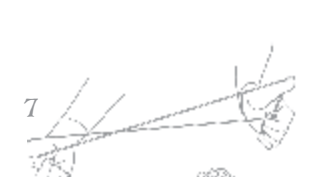
4



5



6



7

TRICK 11

LIBERUM

PROPS

Medallion and string

ROUTINE

The magician tells the audience that he has the power to release the ring from the string.

SECRET

The magician ties the two loose ends of the string together in a knot and threads it through the medallion. He holds one end of the string in each index finger FIG 1. Important: the knot must be in the magician's right hand. A member of the audience holds the medallion and keeps it pulled downwards.



1

The magician hooks the middle finger of his left hand around one of the strands in his right hand and pulls it towards him FIG 2



2



3

Now he just has to let go of the strand around his left index finger FIG 3 and pull the string apart to release the medallion FIG 4.



4

TRICK 12

COUTURUM

EQUIPMENT:
A piece of rope

PLAYING THE GAME:

The magician wraps the rope around his thumb as shown in FIG. 1

He explains that he will thread the end of the rope into the ring but without passing the rope through it (FIG. 2)

At the end of the trick, the rope has passed through the ring!



1



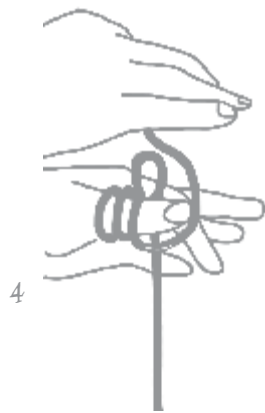
2



3

SECRET:

As per FIG. 1, the magician passes the rope as far to the left as possible under his thumb and pulls it towards him (FIG. 4).



4



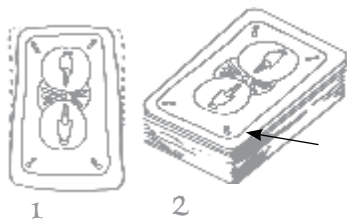
VIDEO

CODE SECRET: EVAMINUS
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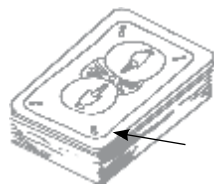
SUPPLIES:

deck of marked cards

This deck of cards is unique because one side of the cards is narrower than the other. This difference, which is less than 1 millimetre, is completely invisible FIG. 2. When one or several cards are positioned «the wrong way», you must firmly grasp the deck of cards with two fingers at opposite ends of one side and slide across the deck with two fingers from the other hand. The cards which are positioned in the wrong direction are removed from the deck. Fig. 3 With this stacked deck, the magician can perform lots of tricks.



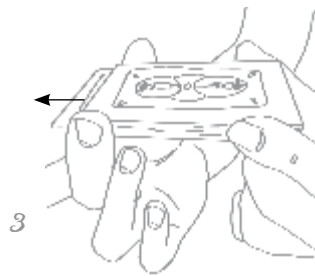
1



2

TRICK 13

CARTUM



14

RESULT
To find a card

SECRET

The cards are all arranged in the same direction. The magician fans out the cards and has an audience member choose one. While he watches them, the magician discreetly rotates the deck (to do this, simply close the fan of cards while making a half-turn). He then asks the audience member to return the selected card to the deck and invites him to cut the cards. To remove the correct card, the magician proceeds to slide the card FIG. 3, and announces that the card is...

15

RESULT
To find a card

This trick is identical to trick no. 8, but the magician also adds the scarf so that the card chosen by the audience appears under the scarf.

16

RESULT
To find the four kings

SECRET

All the cards are arranged in the same direction. The magician spreads out the deck, faces up, and removes the four kings. He asks the audience to tell him where they want to reinsert the four kings. Each time, it is the magician who returns the card to the deck (discreetly inserting it in the opposite direction). When the four cards have been reinserted, the magician gathers the cards up and invites the audience to cut them. He concentrates, slides the cards out as indicated above and shows the four cards: they are the four kings!

17

RESULT
The four king cards are together at the start, separated, then magically reunited.

SECRET

The magician presents the four king cards in a fan (he has already carefully hidden the king on the left). He places them on the deck with the remaining cards. He explains that even if he separates the four kings, they always manage to reunite! He places the first four cards in a line from right to left, face side down. He places three cards on the left card, then places three cards on the next card and so on. He turns over the stack on the right: the king has disappeared. He continues turning over the next two stacks. Finally, he turns over the last stack on the left: the four kings are reunited.

18

EFFECT
Sorting red and black cards

SECRET:

The cards are sorted by colour. The 2 colour-sorted stacks are placed in the deck in opposite directions. The cards are shuffled. The magician shows the cards, which are all mixed up. He says that he has the power to sort them back into colours. He slides the cards (FIG. 3) and the cards have been sorted into colours by themselves.

19

EFFECT
Cards sorted by colour and the card chosen by an audience member appears.

SECRET:

The cards are sorted by colour. The 2 colour-sorted stacks are placed in the deck in opposite directions. The cards are shuffled. The magician shows the cards, which are all mixed up. An audience member randomly chooses a card. Before the audience member returns it to the deck, the magician discreetly rotates the stack (half-turn). The cards are sorted by colour, except for the card chosen by the audience member, which is inserted in the stack of the opposite colour.

20

EFFECT
The last card in the deck changes without the audience noticing a thing.

SECRET:

All the cards are arranged in the same direction, except for the second-to-last card. The magician shows the last card in the deck and declares that he has the power to change it...He sets down the deck, face-down, and seems to remove the card from the bottom. In reality, he removes the second-to-last card by sliding it; the audience has the impression that the last card has changed.

21

EFFECT
The magician has the power to name the cards drawn from a group of cards placed on the table before he even draws them!

SECRET:

The magician holds the deck of cards in his hand, then looks at and memorises the first card, A, before beginning the trick. He spreads the cards out on the table, face-down, and makes sure that he always knows the location of card A, which he memorised. At random, he takes another card, B, and announces card A, which he memorised. He takes another card, C, and announces card B which he drew second. Finally, he takes card A and announces card C. Once he has these three cards in his hand, he shows them to the audience, which can then confirm that he has the three cards announced.

TRICK 22

REUNICA

EQUIPMENT:

4 kings, 4 queens, 4 jacks and 4 tens

GETTING READY:

Stack the cards by suit, namely the hearts with hearts etc... and then put each suit stack into the same order: 10, jack, queen, king. Make a single stack of cards with these 4 small stacks.

PLAYING THE GAME:

The magician shows his pack of cards to the audience and reminds them that he has sorted them into colours. He says that he is

going sort them by value. He puts the stacks of cards face-down on the table and gets a member of the audience to cut the pack as many times as they like. Then he puts out a row of 4 cards, face-down, from left to right. He continues to do the same, putting the cards on top of the others until all the cards have been put down. All the magician now has to do is to turn over each stack to show the audience that the cards have sorted themselves by value...

TRICK 24

JETTUM

EQUIPMENT

Cards

member...

GETTING READY:

The black no.8 and no.9 cards are sorted and placed as shown in FIG. 1.

PLAYING THE GAME:

The magician holds the pack of cards in both hands (FIG. 2) and shows the two no.9 and no.8 cards. He gives them to a member of the audience and asks them to put them back in the pack wherever they want. The magician shuffles the cards. He throws the cards onto the table, and says that the 2 cards remaining in his hand are those chosen by the audience

SECRET:

The no.8 and no.9 cards are on top of and underneath the packet (FIG. 1). The no.8 and no.9 cards that the magician shows are the same colour but of opposite suits. The audience won't notice! When the magician shuffles the cards, he does so in such a way that he does not move the top and bottom card. Once shuffled, he holds the cards as shown in FIG. 2 and in one go, throws the pack onto the table (FIG. 3). The 2 cards he is still holding are the top and bottom cards, a black no.8 and a black no.9 (FIG. 4).

TRICK 23

DIX

EQUIPMENT:

4 "tens" from the deck of cards

GETTING READY:

The club, heart and spade cards are put down so they can be read backwards.

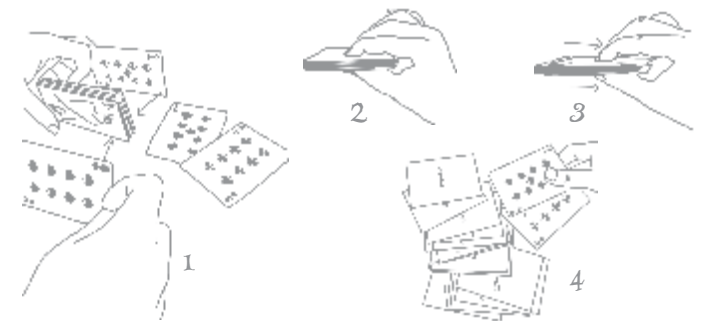
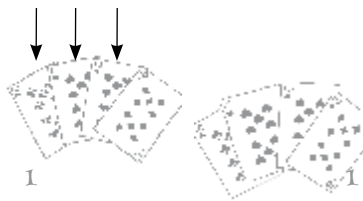
PLAYING THE GAME:

The magician shows the 4 cards to the audience. With the cards face-down, he asks a member of the audience to remove any card, show it to the other members of the audience and then put it back into the pack. He shuffles the pack and says that he can tell which card was chosen by the audience member!

SECRET:

When the audience is looking at the randomly-chosen card, the magician discreetly turns round the pack of cards in his

hand. Therefore, when the card chosen by the audience member is put back in the pack, there are 2 ways of recognising this card - If all the cards are in the same direction, it is the diamond card. - If one of the cards is in the opposite direction to the others, it is the suit of that card. E.g. amongst these 3 suits, only the heart card is still the other way round, so this is the card chosen by the audience member.



TOUR 25

BIBLIOTHECAM

CONTENTS:

11 books with the same cover,

BEFORE STARTING

Stack the books in a pile in numerical order with no. 0 at the bottom and no. 10 at the top, as in FIG. 2. The number of red circles is the number of the book (FIG. 1, which shows book no. 4)

ROUTINE

The magician explains that the vast libraries at the school of magic are home to collections of incredible books on magic. The books are so amazing and mysterious that they have the power to move by themselves. He adds: "We magicians also have a special power that lets us know when the books have moved. Don't you believe me? Well let's see together." The magician shows the audience the pile of little books and then lines them up on the table as shown in FIG. 3. He tells the audience: "Picture yourselves in

my enchanted library. It is filled with such interesting books. This book (he points to any book) contains recipes for making magic potions, this one (pointing to another) reveals the secrets of levitation, and in this one (pointing to yet another) you would learn how to turn someone into a giant spider... Can I have a volunteer?" He picks someone from the audience to rearrange the books. He points out that the books are identical and puts them in a row. He asks the member of the audience to move as many books as he or she likes from one end of the row to the other. He shows the member of the audience how by moving three books as shown in FIG. 4. He explains that he will turn round so that the member of the audience can move as many books as he or she likes, and explains again in which direction the books have to be moved. The magician turns round and the audience member moves some of the books. Once the books have been moved, the magi-

cian turns back round and explains that he will now use his magic power to say how many books in his library have been moved. He moves his hand along the row and stops over one of the books. He turns the book over and announces "You moved X books!" "We can do it again, if you want," he suggests. He turns round again, and, as before, he tells the audience how many books have been moved. "We magicians don't usually perform the same trick twice in a row, but I will make an exception this time if you wish!" The magician turns round for the third time, and again the audience member moves some of the books. And once again the magician knows exactly how many books have been moved. That's magic!

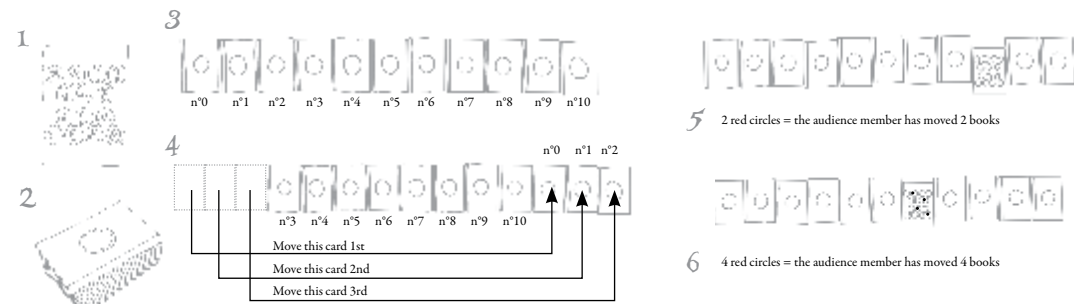
SECRET

The books are placed face down in order from 0 to 10 and from the magician's left to his right, FIG. 3. When the magician explains how the books

are to be moved, he also demonstrates by moving three books from the left end to the right end of the row. He must insist that the books be moved one at a time and always from the far left to the far right – see FIG. 4. He must also remember that he has moved 3 books.

The magician turns round and the audience member moves as many books as he or she likes from left to right. When the books have been moved, the magician turns back round and counts three books in from the right. He turns this book over and sees how many red circles are on it: this is the number of books that have been moved, which he announces to the audience. For example, if the volunteer moved two books, the magician will turn over book no. 2, see FIG. 5.

The magician now has to remember how many books have been moved in total so far ($3+2 = 5$), and offers to turn round again so that the audience member can move some more books. When he turns back round to face the audience, he counts 5 books in from the right and turns this 5th book over. As this book has 4 red circles, he tells the audience that 4 books have been moved. He again remembers how many books have been moved in total so far ($5+4 = 9$), and can ask the audience member to move some more books. This time, he turns over the 9th book in from the right. If more than 11 books have been moved, the magician counts 11 from right to left and continues counting from the right again.



VIDEO
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TRICK 26

FLAMMA

CONTENTS

3 cups, 5 small balls. Only 4 balls are used to perform the trick.

GETTING READY

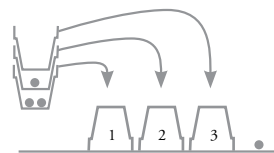
Prepare the cups and balls as shown in FIG. 1.

PLAYING THE GAME

Dragons spit fire in the land of magic. The magician shows the ball of fire placed on the table.

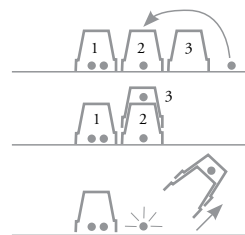
in her/his hands as shown in the getting ready stage.

S/he puts them down one by one by turning them over quickly. In that way, the audience cannot see the balls that are inside.



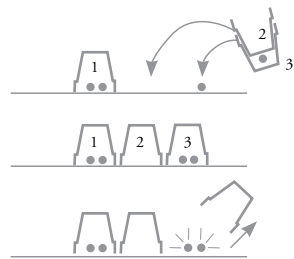
STAGE 1 THE CROSSOVER

The magician takes the ball that is on the table and puts it in cup 2 in the middle. S/he covers cup 2 with cup 3, taps on top of it... picks up the two cups. The ball has switched cup!



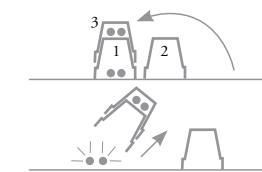
STAGE 2 MAKING THE 2ND BALL APPEAR

The magician continues by putting cup 2 down between cup 1 and the ball, and puts cup 3 on the ball. S/he lifts up cup 3 and two balls appear.

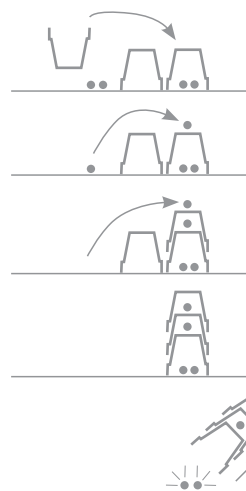


STAGE 3 CROSSOVER OF TWO BALLS

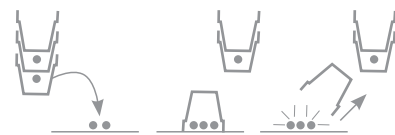
The magician puts the two balls on cup 1 and covers it with cup 3. S/he taps on top of it and lifts up the two cups; the balls have crossed over!



STAGE 4 THE DOUBLE CROSSOVER



STAGE 5 MAKING THE 3RD BALL APPEAR



TRICK 27

BONNETUM

EQUIPMENT

3 cups, 3 yellow balls

GETTING READY:

The cups are stacked on top of each other. 2 balls are placed on the table and the 3rd one is placed in the top cup. (FIG. 1)

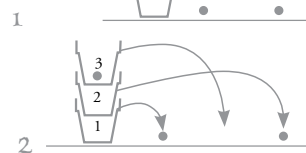
PLAYING THE GAME:

The 2 balls placed on the table are covered by the cups; the 3rd cup is placed in the centre (FIG. 2).

For the audience therefore, it is there, where the 3rd cup is placed that there is no ball! The magician will then mix up the cups and ask the audience to show him which cup is empty! Each time that the audience guesses, they will be wrong! Finally, the magician shows that there are 3 balls...

SECRET:

It is important to learn the handling process, which involves returning a cup to the table without showing the ball that is inside. The magician holds the three cups upwards as shown in the getting ready stage (FIG. 1). He puts them down one by one by turning them over quickly. Therefore, the audience doesn't see that the ball is in cup no.3.



TRICK 28

COGITUM

CONTENTS:

1 big card, 5 small cards.

BEFORE STARTING

Place the big card in the middle of the table with its pictures facing the audience.

ROUTINE

The clairvoyants have the amazing gift... to know what you are thinking. But did you know that the magicians can also read your mind? The magician tells the audience that he will prove it...

First, he asks a member of the audience to choose one of the pictures on the big card and to hold that thought. He then shows the five small cards one at a time to the audience member, asking each time if the chosen picture is on that card. Whenever the audience member answers "yes", the magician puts the card face down on the table above the big card; whenever the audience member answers "no",

he puts the card face down beneath the big card. When all the cards are back on the table, the magician concentrates and moves his hands over the big card. As his hands begin to tremble, he reveals the picture chosen by the audience member.

SECRET

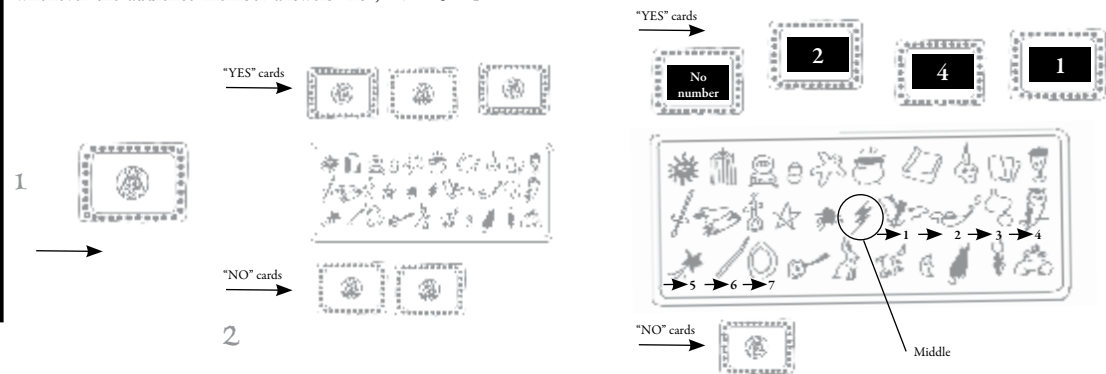
The cards have the number 1, 2, 4 or 8 secretly marked in the border on the back FIG. 1. Only one card does not have a secret number. Shows the card with the number 2.

When the magician shows the cards to the member of the audience, he places the cards that do not contain the picture go beneath the big card FIG. 2. The magician counts the secret numbers on the back of the "yes" cards in his head. The total tells him how many places he has to count on the big card, starting from the sun (the sun is in position no. 1). However, if the "yes" group includes the card without a secret

number, the magician starts to count from the lightning. The magician moves his hands over the big card to distract the audience's attention while he adds up the "yes" cards and finds the picture chosen by the audience member on the big card.

As an example, let's suppose that the audience member has chosen the picture of the mirror. The magician puts the cards above or below the big card as explained above and adds up the secret numbers. In our example, the "yes" cards above the big card are "no number", "2", "4" and "1". This means that the magician has to count 7 places, starting from the lightning because the "yes" cards include the card with no secret number. The magician reveals that the audience member chose the picture of the mirror.

In another example, let's suppose the audience member chooses the picture of the skull, and the card above the big card has the secret number 8. The magician counts eight places from the sun and finds that the picture in 8th place is the skull.



TRICK 29

NUDO

EQUIPMENT

A ring and a piece of rope

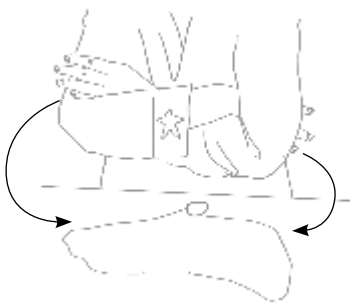
PLAYING THE GAME:

The impossible knot.

The rope is passed through the ring. The magician asks the audience to knot the rope but without ever letting go of the ends of the rope. Nobody manages.

SECRET:

All you need to do is to cross your arms, take each end of the rope in each hand and then uncross your arms. The knot is tied!



TRICK 30

ANO LOCO

EQUIPMENT

2 rings including 1 split one, 1 piece of rope,
1 scarf

The rope is simply threaded through the split ring (FIG. 1)

The second ring has the two ends of the rope threaded through it. A knot is tied. FIG. 2 1 and 3

Hidden under the scarf, the magician removes a first ring (the split one) and puts it in his pocket. He can show it at the end of the trick, but must take care to show the second ring which is not split!

Still under the scarf, he undoes the knot to bring out the 2nd ring.

