



MAGIC TRICKS TO DOWNLOAD



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1 THE JOKER

THE TRICK - In a normal deck the wild card is placed face up among the other cards. A spectator is asked to mix, take one of the cards that are face down and insert it in his inside pocket with the back facing out. Next he is asked to deliver the deck to a second spectator, who must do the same operation and, then, two more spectators do the same. This leaves us with four cards chosen at random and not even the spectators who keep them in their pockets know what they are. The magician takes the deck, looks for the joker and, touching it with his pockets, names the cards in them.

HOW TO DO IT - To do this, take the deck face down, extend it to find the wild card that is face up. Raise the joker and the card that is on top of it as if they were one, hold them face forward and, as you approach the first spectator, take a look at the index of the card behind. Touch your pocket with the wild card and, slowly, pronounce the number of the card you just saw, then, "to guess the suit", insert the wild card in your pocket, drop the card from behind and take the card in its place from the pocket taking care that it is perfectly square with the joker before removing the hand. The spectator extracts the letter he has in his pocket and shows it.

Take a look at the index of the card that is now behind the wild card and repeat the same operation with the other spectators, always naming the suit or the color of the card before inserting the wild card in your pocket each time.

2 THE THREE CARDS

THE TRICK-Give a spectator a deck to mix it with. When I return it to you and, with the excuse of looking for the Joker to withdraw it, memorize the second, third and fourth cards starting at the top. Mix on the table by browsing without changing the position of the four top cards. Ask the spectator to cut, making two packages. Announce that you are going to choose one of the packages and invite him to indicate one. If you point to the bottom pack of the deck, set it aside; If you point to the superior, ask him to hold it. In any case, the viewer must keep the superior package. Instruct him to take the top card of his package, insert it in the middle and do the same with the lower card; then you should take the top card and leave it on the table face down. Ask him to hand over the next two cards to the spectators. Now proceed to guess the cards.

3 PUSH THE CARDS

A spectator mixes any deck and returns it to you. Push back about half of the deck with the top end of a pencil. Ask a viewer to take the top card from the package below and remember it. When placing the upper edge package to place it on the other and square it, look at your lower card; in this way you can find out the spectator's card by quickly passing the cards to you: the chosen card will be the one that is just below the one you just saw. Perform divination in the most surprising way you know.

4 PREDICTION

Ask a viewer to shuffle the cards. When you return them, take them face down and look at the bottom card and remember it. When placing the deck on the table, secretly flip the card below and remember it. Leave the deck with the card turned face down and the others face up.

Ask a spectator to cut a pack of approximately two thirds of the deck and place it face down next to the rest of the cards. While doing so, write a prediction (the two cards you have learned) on a piece of paper and give it to another viewer.

Now ask the spectator to cut the second packet in half and put the third packet that has been formed face up next to the other two, with what remain on the table three packages: the two of the sides face up and the center face down. Place the first package (the one with the flipped letter under it) over the one in the center and the two together over the third one. Ask a spectator to take the cards that are face up in the middle of the deck, leave them on the table and cut them into two packages.

Place the prediction on the package above and, on top of it, the lower package crossed. In this way we have the sheet of paper between the two cards of prediction in it. The way of placing the cut will confuse the viewer, who will believe that the paper is placed in the place by which he cut.

5 THE COUPLE

When removing the deck from its case, look at the two top cards; Drop them back into the case and take out the rest of the cards. Write on a sheet of paper the name of these two letters. Double the prediction and deliver it to a spectator. Ask a spectator to mix the deck, cut and deliver one of the packages. Insert this package in the case by separating with the thumb in one corner of the cards and, putting this corner first, make the two cards that are already in the box are in the middle. Take the other pack and deal a row of four cards face down. Look at the first one, name it while you distribute it and let the viewers see it very briefly. When you distribute the next two, give the names of the two prediction cards and do not show them. Finally, he correctly names the fourth letter and this time allows the public to see it. Ask someone to choose between the two center cards and the two sides. Interpret the answer so that you use the center letters; Insert them in the middle of the package and give it to a spectator. Order the two cards that pass to the package of the case. Finally the packages are examined and it is verified that magic has been done.

6 GUESS THE CARD

Take the cards and go past them in front of a one on one viewer slowly from the left hand to the right, counting them aloud and placing each one behind the previous one so as not to disturb the order. Ask a viewer to look at a card and remember its order number. Before you get to the middle of the deck you will have to have chosen the card. Once this is done, and while you are still holding the cards in an upright position, pull the top card of the packet from the right hand by passing it to the upper place of the packet of the left hand; Square the deck and cut as exactly as you can in half. Re-pass the cards of the upper half before the spectator to make sure that his card is still there. In effect, there it is, but located a place higher than what he believes.

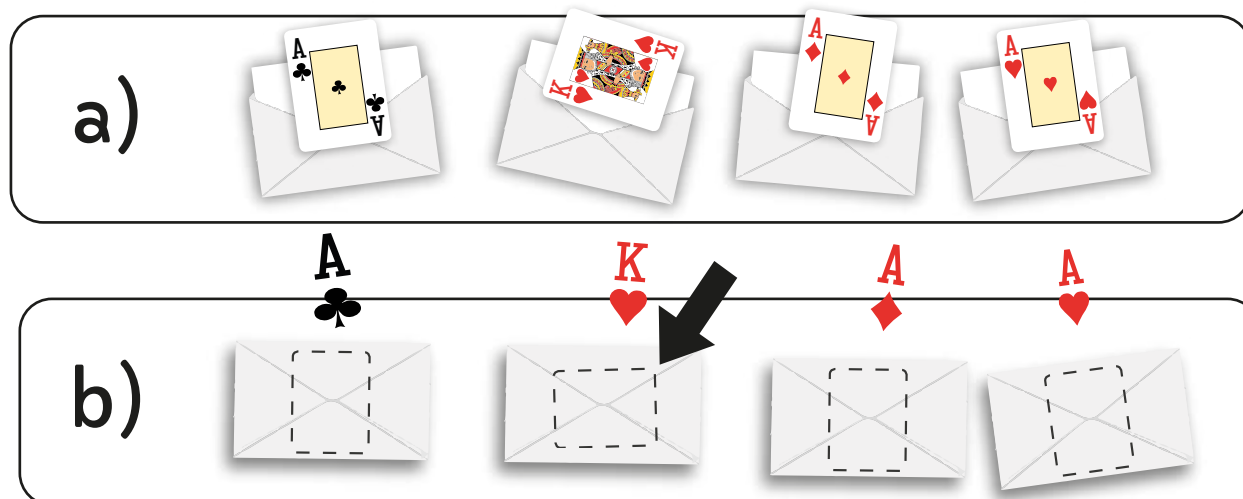
Give the superior package to the spectator and take the other one. Give a card on the table face down and the spectator gives another one of his packet on yours, at one's account. You throw a second card and he another, at the same time you say 'two'. Continue like this, alternately giving cards until you reach the number before your card. Then take the pile of the table (whose top card will be the one chosen) with the right hand and, while you ask the viewer to name his card and leave it face down on the table, place the package of the right hand on the one on the left as to square them, but, instead, holding the cards upright, pull with the left thumb of the top card of the right packet bringing it to the upper left. Leave the pack of the right hand on the table and place the top card of the packet that you now hold in your hands (that is, the chosen card) on the table face down. The spectator names the chosen card and flips his cards, hoping to find the chosen one, but this does not happen. Show your card: it turns out to be the card he chose.

7 WHERE IS THE KING?

The effect is to introduce the four aces and the king in separate envelopes, which are mixed thoroughly. When they are delivered one by one to the magician, he guesses which is the king.

The trick is very simple: **a)** the aces are stored in envelopes horizontally and the king in vertical. This, naturally, is done without being seen. Enter the king as the other cards, but turn it then hiding behind the envelope flap.

b) If you do not announce in advance what the effect will consist of, in case you are handed the king's envelope first, you can say that this was what it was about and open the envelope to verify that, in effect, you have the King, putting the letter in vertical position before removing it. The same can be done if the king's envelope is the last. In other cases, see each one of the envelopes to your forehead and guess which one the king is in.



8 CHANCE?

Two decks are needed. The only necessary condition is that both are complete. Ask a spectator to stand in front of you and choose one of the decks and mix it while you mix the other. Leave your deck and take yours with the thumb underneath and the other fingers above and, with the other hand, hold the viewer's hand with the palm facing up and place the deck face down on it. While you directed your attention to the way you should place your hand, you have tilted your deck slightly and looked at the lower card. Remember it well, because the whole game depends on it. Tell the spectator to take a card from his deck, look at it and then leave it on top and then take a card from your deck and deposit it, face down, in the hand. Look at this last letter and, while you mutter: "Extraordinary coincidence!" Leave it on top of your deck. Tell the viewer to do exactly the same as you. Cut your deck and complete the cut twice and carefully block the cards. The viewer does the same. Give him your package and take his and tell him to take out his letter and you will get yours. Place the two cards face down on the table. He names his letter and flips it over. You turn yours and it turns out to be the same. He exclaims again: "Extraordinary coincidence!" When the spectator cuts his deck, the card below, which you know, is just above the chosen one. When exchanging the cards you only have to look for the reference letter that you saw at the beginning and leave the table underneath it. This game, in all its versions, is based on the fact that the mind is unable to concentrate on two things at the same time while performing a manual activity that monopolizes the eyes and attention.

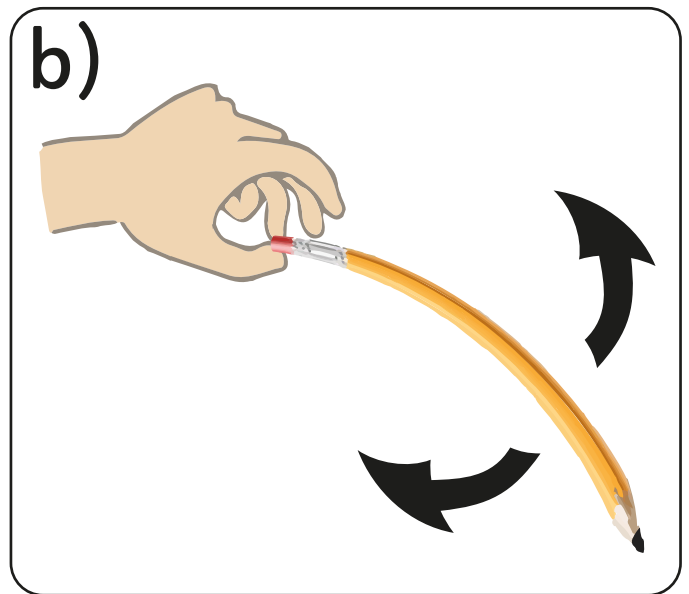
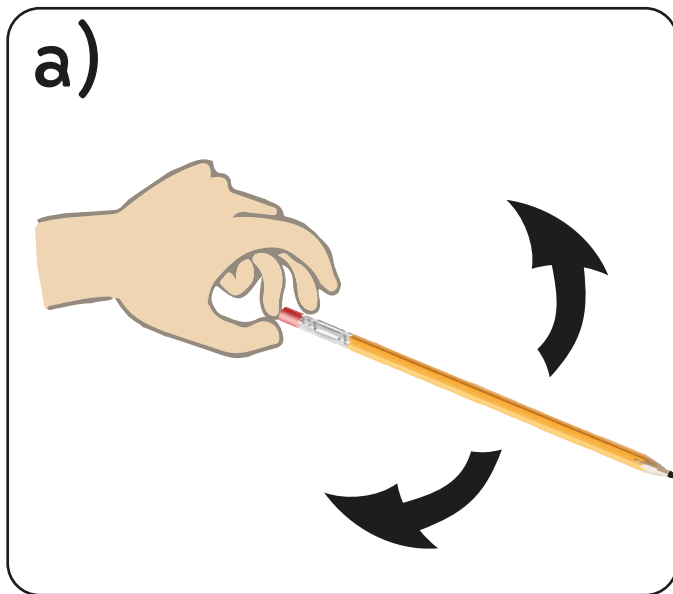
9 DO AS I DO

In this version two decks are mixed, exchanged and mixed again and changed. Before handing over your deck for the second time, remember the top card. The best way to do that is to look at the bottom card when you take the deck of the spectator's hands and, when mixing, take it upstairs. In this way no suspicious movement will occur. Extend your deck on the table; the viewer does the same. Take a letter from yours, look at it and place it on top of the others. Then, block your deck and cut. He repeats the same. Swap the cards one more time and tell the viewer to look for your card while you search for yours. Actually, forget the letter you took earlier and take this time the letter that is on the one you saw earlier. When you show the two cards you see that they match. Throughout the game, make a lot of emphasis on the spectator repeating exactly what you do, as if everything depended on it.

10 Rubber Pencil

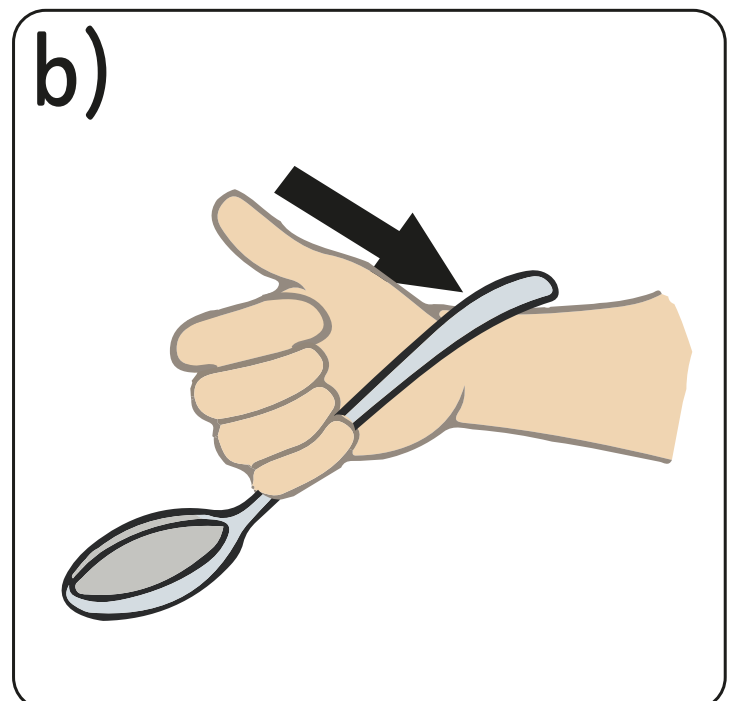
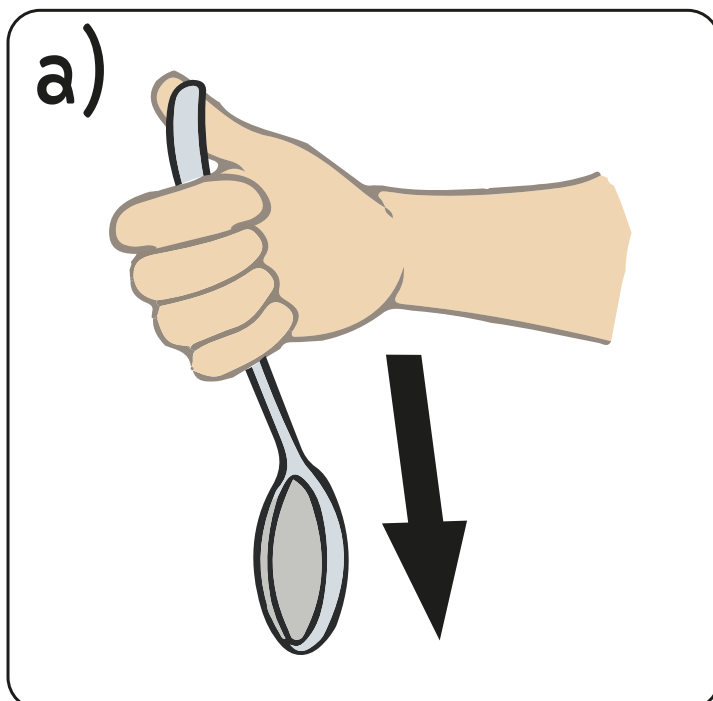
For this kind of easy magic trick, all you really need is a pencil and a bit of practice:
Step 1: Performance: Hold your pencil nearly at the tip of the eraser side, gripping it loosely between your thumb and index finger.

Step 2: Performance Shake your hand up and down, and let the pencil flop up and down as well. When you get the right speed, it will fool the eyes into making them see the pencil bending (it's just an optical illusion, but a very fancy one). It doesn't take very fast shaking, but practice getting the speed just right in order to make the pencil appear to bend as you bounce it with a loose grip.



11 Spoon Bending

The trick is all in the way you hold the spoon. You press down on the spoon while sliding your hand along the handle, which gives the illusion of the utensil bending. It takes some practice, but this is one of the easier magic tricks for kids to master.



12 The pepper.

In this trick the little magician will have a glass with water and pepper, he will ask someone from the audience to put his fingers in the water to separate the pepper, but this will not work.

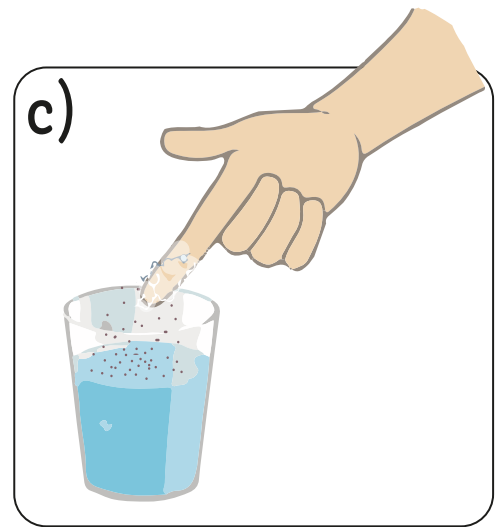
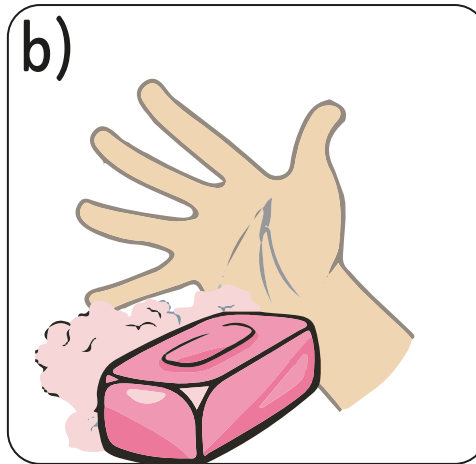
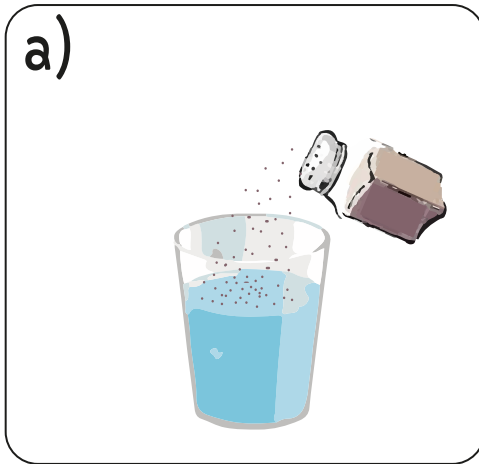
Then the little wizard will put his fingers in the water and otherwise, you will see how the pepper separates.

Needed: Pepper, Water, Glass, Soap.

It is important to do this magic trick in a place where it is possible to wash your hands after the event.

Procedure, you should put water in the glass and then the pepper (common). Before beginning the show the child should rub his fingers with soap, this will cause the pepper to separate.

Note: It is very important to make sure that the child has no problems, or allergies with pepper or soap before doing this. This trick is recommended for the adult to do it to the child.



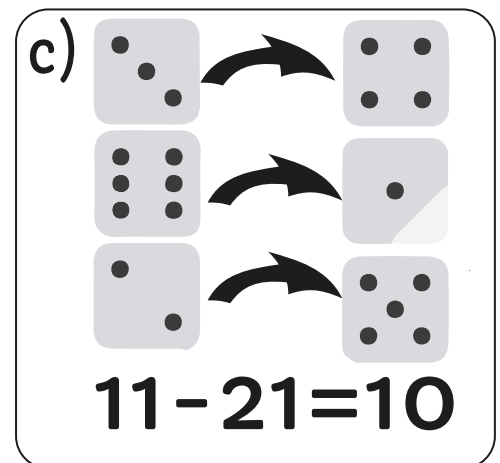
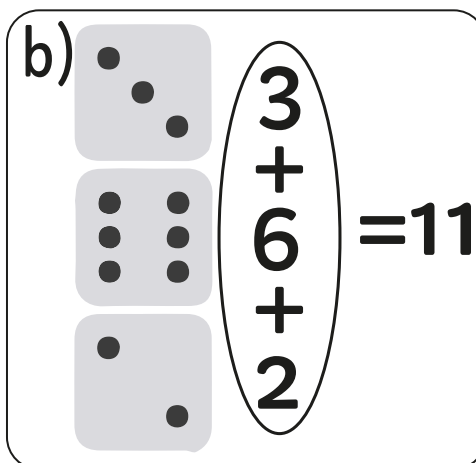
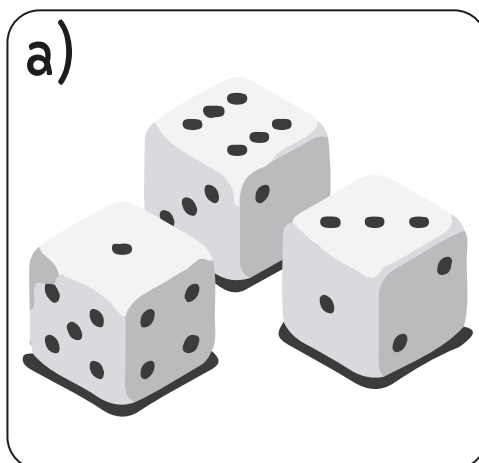
13 The dice

Needed: 3 Dice

Step one: A volunteer should form a stack with the dice without the little magician seeing how they have been placed.

Step two: The idea is that the little wizard can guess the sum of the faces of the dice that can not be seen.

The trick is that the opposite sides of the dice always add 7 (6 and 1, 5 and 2, 4 and 3). So the sum of the 5 hidden faces and the top face is 7 repeated 3 times = 21. All you have to do is subtract 21 from the top value of the dice tower and the result obtained is the sum of the faces hidden



14 Multiply coins.

This is a simple trick, but at the same time ingenious, where you will only need soap and four coins. Start by putting three coins on the table, then show that your hands have nothing, that they are empty.

Then with your right hand you start to drag the coins on the table so that they fall into your left hand and then you will be surprised that there are not three coins, but that the number has been increased to four.

To do this, you must have previously added coin number four to the edge of your table with the help of a little soap.

While with your left hand you are collecting the coins that are on the table, with your fingers you should take the fourth and put it like this with the other coins.

15 GUESS YOUR MIND

Guess the number that the child has in his mind. This game only demands that the child know how to add and subtract, and it will leave him amazed. You are asked to think of any number from 1 to 10, but do not say it out loud. Once you have it in your mind, you will be given a series of mathematical indications: add 4, subtract 3, add 9, add 2, subtract 5, etc. The values to add and subtract are arbitrary and can be all that the magician wishes, until the last indication, which should be: "Now subtract the number you had thought". When the child indicates that he has already done so, the magician tells him the result of the total calculation. The child says he has made the right decision, without understanding how he has done it.

It's simple: the magician keeps track of the additions and subtractions that he himself has indicated. He does not know, nor does he need to know, the number that the child has thought, because with the final subtraction he cancels it, and what remains is what he has indicated to add and subtract. To explain it with a practical case:

The child thinks 10, he is asked to add 8, to subtract 1 and to subtract X. The result will be 7, and X can be any number. It is convenient, however, to be careful not to ask the child to subtract a number greater than the number he has in mind at that moment, since he most likely does not yet know the concept of negative numbers.

16 THE 12

Ask your friend to think of a number:
for example, the 1.

1. Tell him to add 4: $1 + 4 = 5$
2. Subtract 1: $5 - 1 = 4$
3. After adding 21: $4 + 21 = 25$
4. Subtract the initial number: $25 - 1 = 24$
5. Divide it between 6: $24/6 = 4$
6. And multiply it by 3: $4 \times 3 = 12$
7. The result ALWAYS leaves 12

17 surprise

The answer is always ... 2

Let's start with an easy trick.

- Choose a number
 - Multiply it by 3
 - Add 6
 - Divide that result by 3
 - Subtract the number you chose at the beginning
- Which it was the result? 2

18 The key number is 37

- Think of a number with three equal digits. It can be anything from 1 to 9. Examples: 222, 555, 999.
 - Add the digits.
 - Divide the original number by the result of the sum of the previous step.
- What did you get? 37

19 Multiply by 6

Let's see how it goes with this one.

- Select an even number from 1 to 9
 - Multiply it by 6
 - The result will end with the same digit for which you multiplied and the number located in the ten will be half the number of units.
- For example: $6 \times 8 = 48$

20 What number are you thinking?

Ask a viewer to think of a two-digit number for example (45). Next you are asked to add a zero to the right (450), and then subtract any number from the table of 9 (9, 18, 27, 81), for example the 36. We ask to the spectator who tells us the result (414), if we add to the two digits on the left (41) the one on the right (4) we obtain 45 which is the secret number of the spectator.

21 The balloon

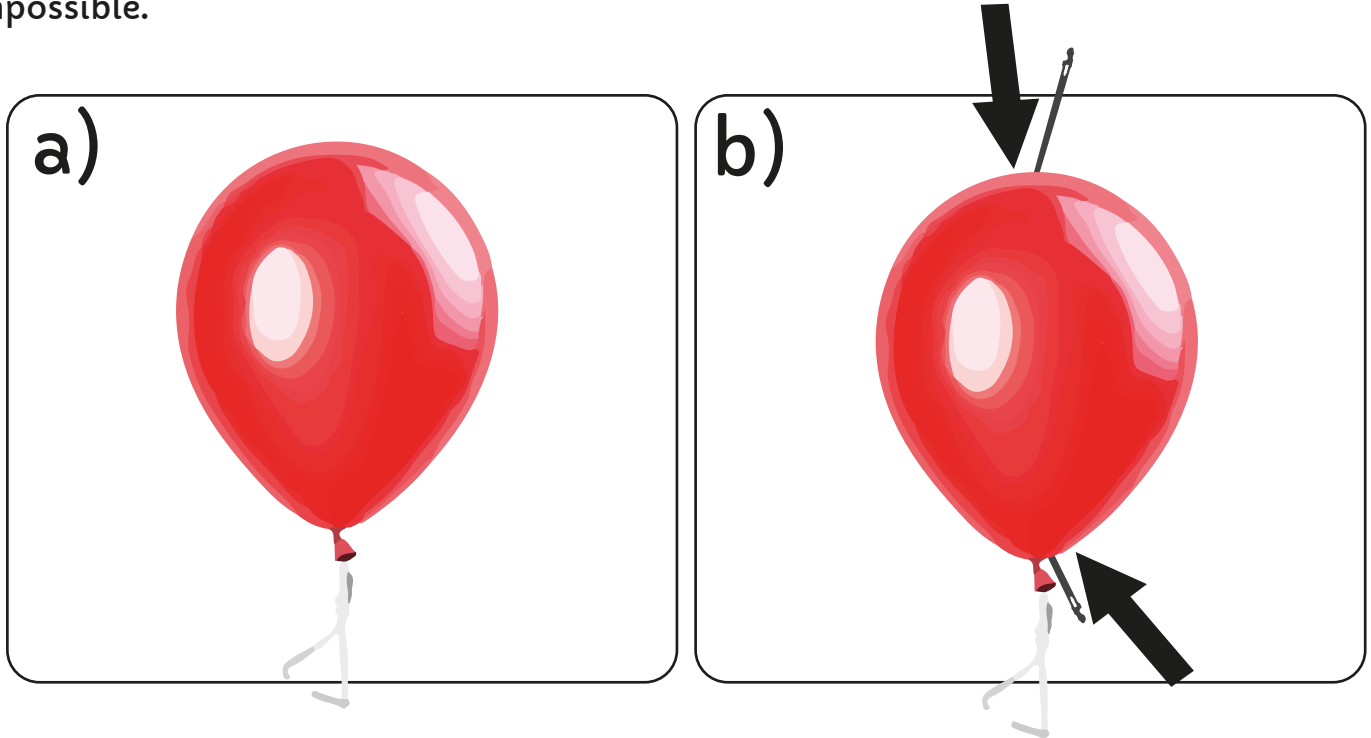
This trick is very easy to perform, but not unimpressive.

Materials: a balloon and a needle, or pin.

Preparation: inflate the balloon.

Action: after inflating the balloon, we ask our audience what happens when we puncture a balloon with a sharp element. The public will probably say that the balloon explodes. Next, we take our sharp object and cross it through the balloon, inserting the tip through the area indicated in the images.

And ... the balloon does not explode! Once again, magic surprises us with the art of the impossible.



22 The arrow

For this trick you will need four things: a paper, a pencil, a transparent glass and water.

Fold the paper in half so that it can be held on the table and draw an arrow on it (in the direction you want). Put the paper on the table and, in front of the arrow drawn, the transparent glass. You will tell your friends that they have to change the direction of the arrow without touching the glass or paper (they can not).

Then, fill the glass with water and the arrow will have taken another direction. Magic!

Watch the video in:

<https://gameguidecloud.com/crafts/>

23 Colored bottles

Let's change the colored water!

We need a bottle of water and color paints. We are going to paint (before the show) the cap of the bottle with paint (inside and enough quantity). When everyone is seated, you will shake and shake and the water will turn the color of the paint.

Watch the video in: <https://gameguidecloud.com/crafts/>



24 The cube of sugar

Let's go with one of my favorite magic tricks to do at home. It has also been one of the last we have learned, and for the moment it is the one that we are most exploiting because it is very liked by those who do it.

materials

Sugar the square lumps

Glass of water

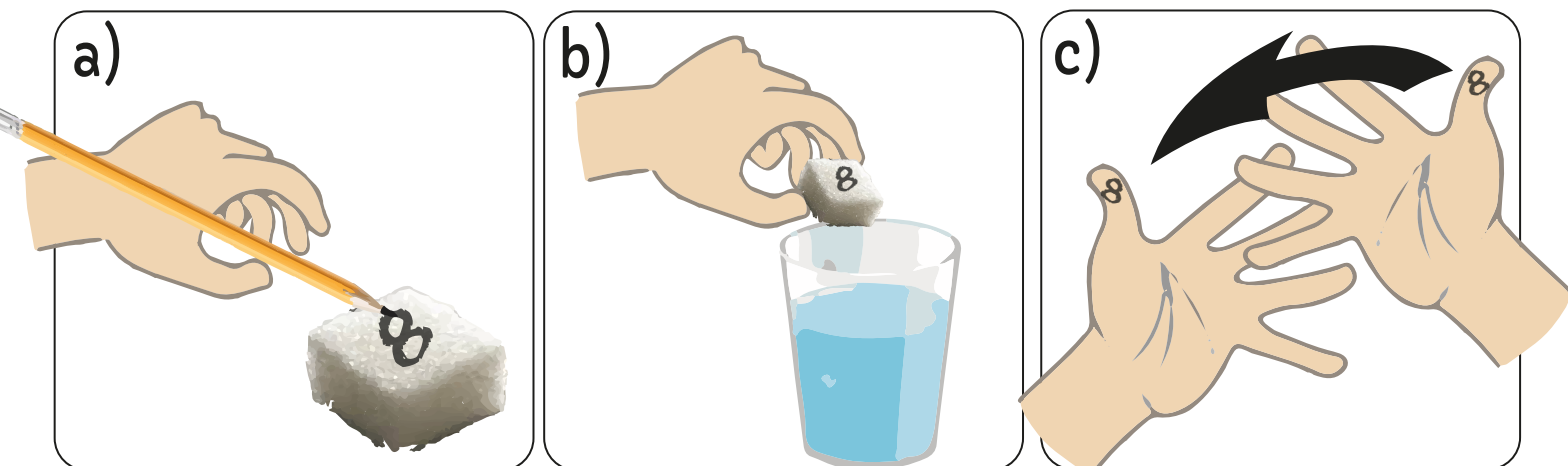
Pencil

How to do the magic trick

This trick is very easy. Ask a volunteer to tell you a number from 1 to 9. Paint that number on a bucket of sugar. Next, put the cube of sugar in the glass of water, and stir until dissolved completely. Grab the volunteer's hand so that he passes the palm over the glass of water, and you will see how the number of the sugar cube has passed into his hand without realizing it. Wonderful!

Secret of the magician

The trick is to press your finger on the sugar cube right after you write the number. The graphite of the pencil will pass to the finger, and when you take the volunteer's hand, press again on your palm without you noticing to pass the number again.

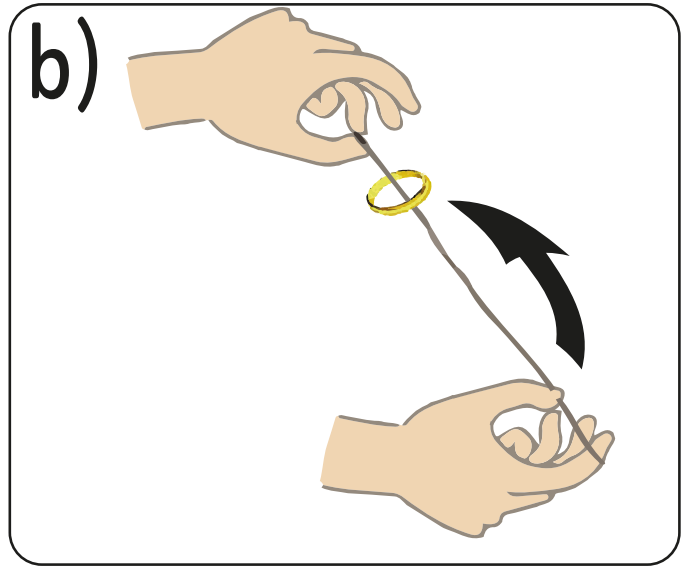
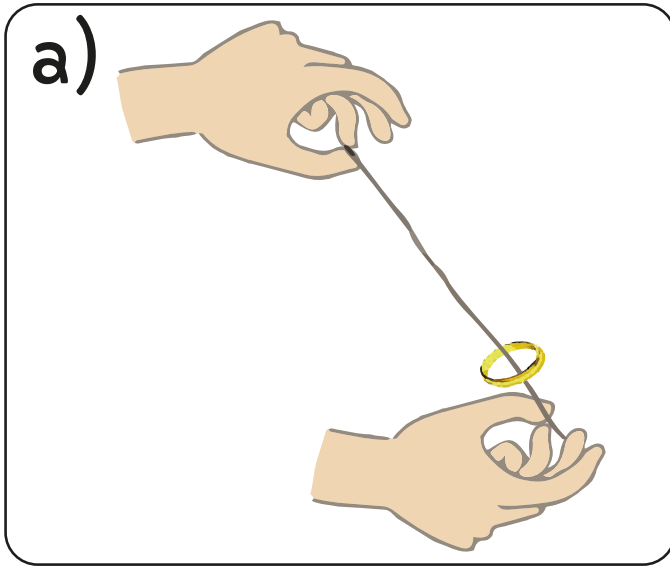


25 Climbing a ring by a rope

This magic trick is very easy to do and draws much attention. To do this, you will only need a ring or washer and an elastic band.

First the rubber is introduced into the ring. Then the rubber is held at one end with one hand, and with the other in half. The hands have to go one higher than the other, to create an earring, and the ring has to be placed on the bottom side.

The rubber is stretched well and what is inside of the well-closed hand is hidden. Little by little the rubber that we had kept in the fist is released and so the ring seems to go up the rubber.

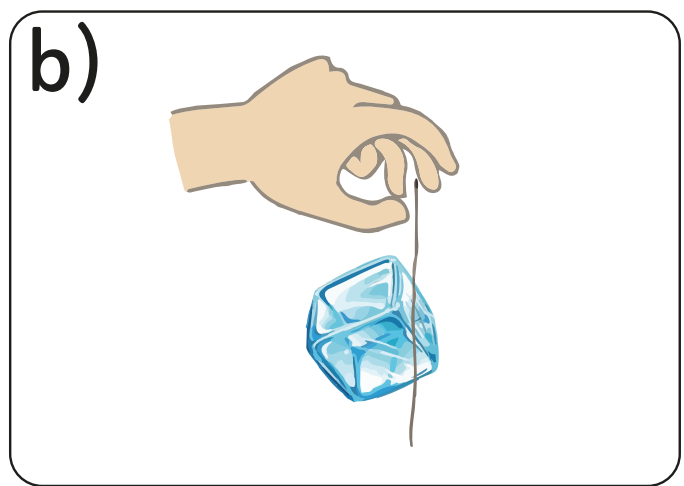
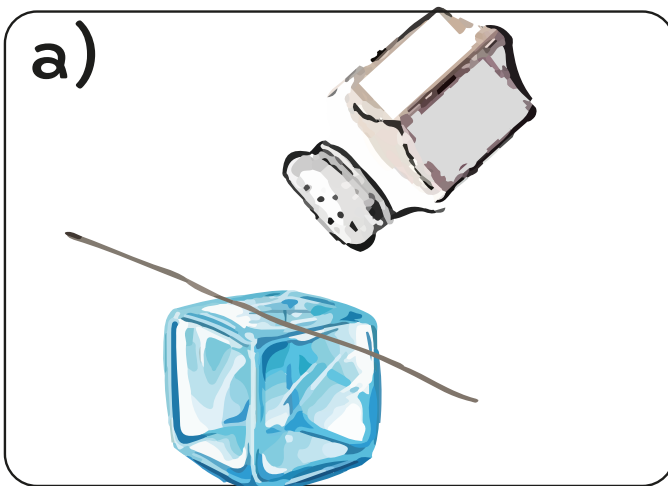


26 Float the arm

To make this magic trick easy you will only need your arm and a wall. Press the arm against a wall and push trying to lift it for 30 seconds. When you stop pushing and you lower the arm you will see how it rises "magically" upwards without effort.

27 Sticky ice

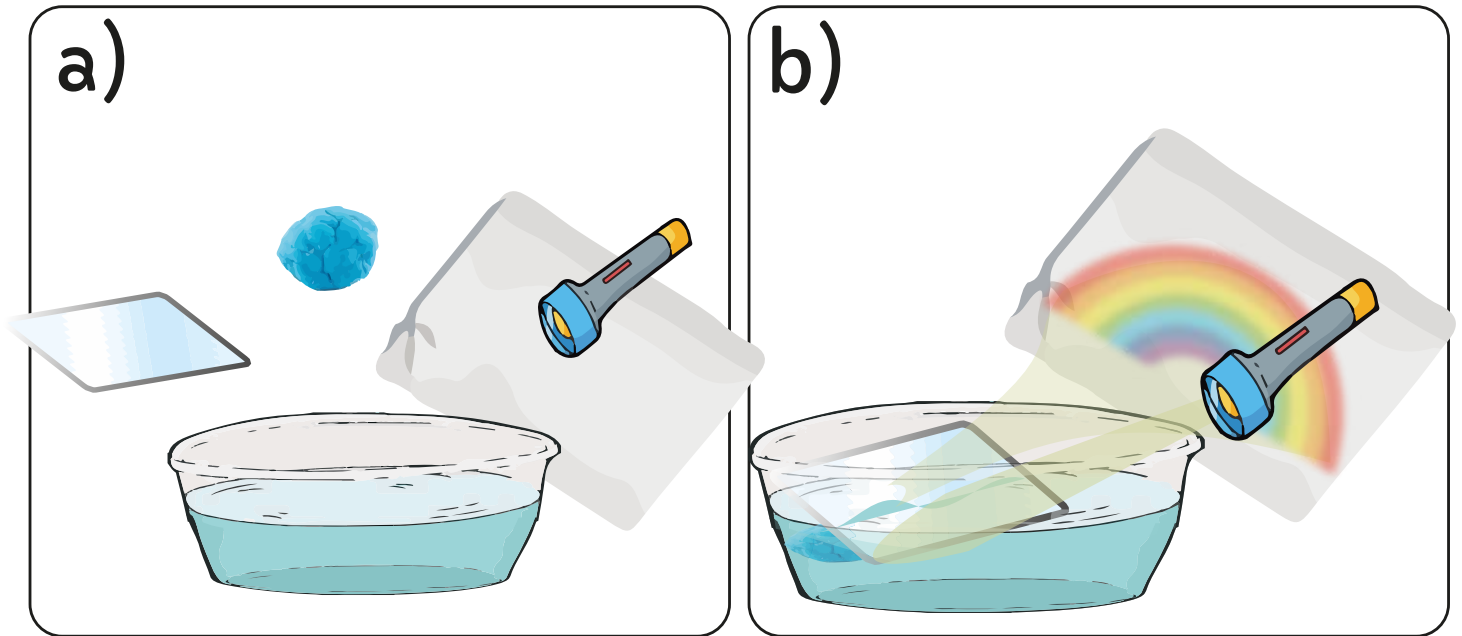
Wet a string and place it on an ice cube. Put a pinch of salt on it and wait 30 seconds. Pull the thread and the cube will be stuck to it.



28

Rainbow

Pour water into a tray and place in a corner a small mirror plastered with plasticine. Then, point the flashlight at the submerged part of the mirror and put a page in front. And, magic, the rainbow appears!



29

Glued balloons

Rub the balloons on the sweater and on the pants (without your friends seeing you). The electricity will make them stick to the body.

30

PREDICTION BETWEEN 60 NUMBERS

These cards are cards with which you can guess any number from 1 to 60. You have to print this image and cut out each card.

First, tell the viewer to think of a number from 1 to 60. Then give him all the cards and give him the cards that contain the number he or she has thought. He will remove the ones that are over. Now, of the cards in which they are the number thought, adds the first number of each card, EJ; (imagine that the number is 15 = card 0,1, card 1,2, card 2,4, card 3,8).

a)

Nº 0

| | | | | | |
|----|----|----|----|----|----|
| 1 | 3 | 5 | 7 | 9 | 11 |
| 13 | 15 | 17 | 19 | 21 | 23 |
| 25 | 27 | 29 | 31 | 33 | 35 |
| 37 | 39 | 41 | 43 | 45 | 47 |
| 49 | 51 | 53 | 55 | 57 | 59 |

Nº 2

| | | | | | |
|----|----|----|----|----|----|
| 4 | 5 | 6 | 7 | 12 | 13 |
| 14 | 15 | 20 | 21 | 22 | 23 |
| 28 | 29 | 30 | 31 | 36 | 37 |
| 38 | 39 | 44 | 45 | 46 | 47 |
| 52 | 53 | 54 | 55 | 60 | |

Nº 4

| | | | | | |
|----|----|----|----|----|----|
| 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 31 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 |
| 56 | 57 | 58 | 59 | 60 | |

Nº 1

| | | | | | |
|----|----|----|----|----|----|
| 2 | 3 | 6 | 7 | 10 | 11 |
| 14 | 15 | 18 | 19 | 22 | 23 |
| 26 | 27 | 30 | 31 | 34 | 35 |
| 38 | 39 | 42 | 43 | 46 | 47 |
| 50 | 51 | 54 | 55 | 58 | 59 |

Nº 3

| | | | | | |
|----|----|----|----|----|----|
| 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 31 | 40 | 41 |
| 42 | 43 | 44 | 45 | 46 | 47 |
| 56 | 57 | 58 | 59 | 60 | |

Nº 5

| | | | | | |
|----|----|----|----|----|----|
| 32 | 33 | 34 | 35 | 36 | 37 |
| 38 | 39 | 40 | 41 | 42 | 43 |
| 44 | 45 | 46 | 47 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 |
| 56 | 57 | 58 | 59 | 60 | |