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Self-Working Card Tricks Self-working Card Tricks New Self-Working Card Tricks More Self-working Card Tricks Self-Working Close-Up Card Magic My Best Self-Working Card Tricks Self-Working Handkerchief Magic Self-Working Table Magic Self-Working Mental Magic Encyclopedia of Card Tricks Self-Working Coin Magic Self-Working Paper Magic Self-Working Rope Magic Magic Tricks and Card Tricks Mathematical Card Magic Destination Zero Charles Jordan's Best Card Tricks Scarne on Card Tricks Card Tricks Easy-to-do Card Tricks for Children Foolproof Card Tricks for the Amateur Magician World's Best Card Tricks Easy Card Tricks You Can Do Today Distilled Card Tricks for Beginners Magical Mathematics The Expert at the Card Table The Wonderful Story of Henry Sugar Magic For Dummies Joshua Jay's Amazing Book of Cards Easy Magic Self-Working Card Tricks 101 Amazing Card Tricks Ender's Game Annemann's Card Magic Close-up Card Magic Self-Working Number Magic Easy Card Tricks Mark Wilson's Complete Course in Magic Scarne on cards. (Revised, augmented ed.).

Sixty-seven sure-fire mental feats to delight and mystify: mind reading with cards, instant ESP, identifying the owners of objects given to you in random order, number prediction, much more. 73 illustrations. Seven superb short stories from the bestselling author of *Charlie and the Chocolate Factory* and *The BFG!* Meet the boy who can talk to animals and the man who can see with his eyes closed. And find out about the treasure buried deep underground. A clever mix of fact and fiction, this collection also includes how master storyteller Roald Dahl became a writer. With Roald Dahl, you can never be sure where reality ends and fantasy begins. "All the tales are entrancing inventions." —Publishers Weekly Master the art of illusion with this collection of 183 easy-to-learn card tricks, accompanied by 197 illustrations. Drawn from two popular books by the bestselling magician, it's perfect for amateurs — and professionals who want to increase their repertoire. Mystify friends with everything from shuffle setups to card telepathy, using coins, telephones, and other props. Mathematical card effects offer both beginning and experienced magicians an opportunity to entertain with a minimum of props. Featuring mostly original creations, *Mathematical Card Magic: Fifty-Two New Effects* presents an entertaining look at new mathematically based card tricks. Each chapter contains four card effects, generally starting with simple applications of a particular mathematical principle and ending with more complex ones. Practice a handful of the introductory effects and, in no time, you'll establish your reputation as a "mathemagician." Delve a little deeper into each chapter and the mathematics gets more interesting. The author explains the mathematics as needed in an easy-to-follow way. He also provides additional details, background, and suggestions for

further explorations. Suitable for recreational math buffs and amateur card lovers or as a text in a first-year seminar, this color book offers a diverse collection of new mathemagic principles and effects. 72 spectacular and entertaining tricks: card locations, coincidence tricks, mental magic with cards, tricks with double endings, tricks with two decks, predictions, tricks with borrowed decks, trick poker deals. Easy-to-learn, clearly illustrated, these tricks produce spectacular effects with a minimum of practice. 42 illustrations. Two books, bound together in a single volume, ground novices in fundamentals and lead them to mastery of 80 different tricks involving cards, coins, matches, and other articles. 89 illustrations. Clearly worded instructions, 251 step-by-step illustrations show novices, veterans how to seemingly pluck coins from the air, make a coin penetrate a tabletop, perform psychic tricks with coins and bills, much more. These are 36 of the greatest impromptu card tricks ever invented. Longe shows you not only how each one works, but also how to put them over, with clear step-by-step instructions and illustrations. A special chapter in the back even explains how to bluff your way through a trick if it goes wrong. Great for kids from eight to eighty. 128 pages, 17 b/w illus., 5 3/8 x 8 1/4. If you practice any sort of magic—or plan on giving it a try—you probably know that for most people, card tricks are often the starting point. If you have a deck of cards readily available, as many common households do, the only things required to wow an audience are a little sleight of hand and a magician's secrets. In spite of the timeless credo "good magicians never reveal their secrets," renowned magicians Jean Hugard and Frederick Brau e generously divulged theirs in *Card Tricks: The Royal Road to Card Magic*. Published originally in the 1940s, this classic guide contains more than one hundred spectacular tricks allowing anyone to pick up a deck and dazzle an audience—whether their performance is in a theatre, at a party, or even on the street! With more than 120 illustrations to accompany trick instructions and the addition of a new foreword by Steven Cohen, a master of sleight of hand, this edition of *Card Tricks* is one of the leading authoritative books on card magic. Looking to impress your friends at your next card game night or party? You don't need to be a professional magician like David Blaine or Michael Carbonaro to perform incredible magic tricks with playing cards. There's no need to buy a load of magic books or go to magic conventions to learn card tricks. You can start amazing people right away with these easy card tricks you can do today. They're a real step up from barbets and you'll have fun performing them. You can then get started on money magic or even Zoom magic. In this book, learn the Ultimate Ambitious card methods and effects! Master Magician teaches his Original and Inside Secrets on this Classic of Card Magic! You will learn several New Advanced Sleights, double-lift substitutes and more. From one of

today's foremost experts: a guidebook with clear instructions and over 400 step-by-step illustrations that show readers how to perform 70 of the best, easiest-to-master, most entertaining rope tricks ever created. Ninety-seven mystifying tricks done with ordinary objects that can be borrowed from the audience. Make coins appear or disappear; matchsticks jump into the air; classic cups and balls; more. 185 illustrations. Marvelous treasury of card magic presents exact details of 155 professional card tricks that anyone can learn. Card wizard John Scarne reworked these tricks to eliminate the need for sleight-of-hand. Simple instructions and clear diagrams illustrate Houdini's "Card on the Ceiling," Blackstone's "Card Trick Without Cards," Milton Berle's "Quickie Card Deal," more. Sixty-three easy-to-learn tricks show you how to use simple props like cards and coins to show off your seemingly rare powers to predict, read minds, and find answers through extra-sensory perception. Have nothing but a deck of cards? With this book you'll soon be dealing out playful poker, and four-ace tricks that will make everyone say: "How did you do that?" If you can shuffle a deck, you can perform "jacks be nimble," "about face," "number nonsense," and dozens more. Clear illustrations demonstrate how to execute each move precisely. A chart gauges the difficulty of each trick. What is a self-working card trick? A trick that does not depend upon legerdemain or special abilities on the part of the magician, but a trick that works automatically because of the mathematics inherent in the card deck itself. Long practice and supernormal dexterity are not needed to perform these tricks, yet they are often among the most entertaining and most spectacular of all card tricks. Some of these sure-fire tricks are simple, a good place to begin. Others were specially adapted from professional routines and are here presented for the first time for amateurs. Almost all of these tricks can be worked informally, with a borrowed deck of cards. Some also adapt to stage presentation. Individual tricks in this book have sold for more than the price of the entire book. Amateurs can use them to get a start in magic and to feel, at once, the rewards of giving a professional performance. Noted magician and magic authority offers 72 tricks that work automatically through nature of card deck. No sleight of hand needed. Often spectacular. 42 illustrations. You don't need a white tiger, expensive props, or hours of preparation to do magic. With a little practice, some clever misdirection (which lays at the heart of all magic tricks), and showmanship, you can surprise family, friends, and coworkers using a few everyday items! If you're looking to saw a beautiful woman in half or make buildings disappear, we're sorry, but this book isn't you. But if you want to act out little miracles that you can perform on the spur of the moment with items that are usually within reach, then *Magic For Dummies* can show you how. *Magic For Dummies* features more than 90 easy-to-

perform deceptions, illusions, and sleights of hand for any event or occasion. You'll discover how to perform entertaining card tricks, coin tricks, disappearing acts, as well as the always-popular mind reading trick. You'll even see how easy it is to make money disappear as well as melt a saltshaker! Chock-full of show-stopping tricks, *Magic For Dummies* will: Get you started with easy-to-learn magic tricks Let you turn a restaurant into a your stage with tricks that include utensils, mugs, and even food Show you how to use a deck of cards to perform endless magic tricks Make you the life of the party with tricks such as "Call This Number," "The Strength Test," and "The Phantom Photo" Get you out of tough situations by giving you ten things to say when things go wrong Filled with photos, patter, and presentation tips for every trick in the book, *Magic For Dummies* offers a great opportunity to become familiar with some of the coolest magic tricks ever performed. With the help of author David Pogue and the stunning tricks contributed by thirty-five of America's top professional magicians, you'll be leaving your friends, family, and coworkers spellbound at your mastery of the mystical arts. Demonstrates how to perform different types of card tricks with step-by-step instructions and photographs. The ultimate book of magic for kids from a world-famous magician, complete with photographs for easy to follow instructions. From one of the world's premier practitioners of classic magic, with years of experience instructing younger readers in the magical arts, comes this new revision of his complete guide to learning and performing fantastic feats of prestidigitation. Acclaimed by the Los Angeles Times as "the text that young magicians swear by," it's full of step-by-step instructions. More than 2,000 illustrations provide the know-how behind 300 techniques, from basic card tricks to advanced levitation, along with advice on planning and staging a professional-quality magic show. Covers impromptu tricks, banded decks, stacked-deck tricks, gambling secrets, sleight-of-hand tricks, prepared-card tricks, shuffle systems, four-ace tricks, one-way decks, and sample card routines This giant-sized collection explains how to perform over 600 professional card tricks, devised by the world's greatest magicians. The finest single compendium available, the book

features a clear style that makes the instructions easy to follow. Easy-to-perform paper miracles: make a piece of newspaper disappear, link paper rings magically, tricks with dollar bills, tricks with paper bags, animated paper folds, make "living" paper dolls, mind-reading tricks with file cards, much more. Essential tricks for amateur and professional alike. 356 illustrations. 95 foolproof card tricks that can be done either by beginners or by experienced magicians. 101 illustrations by Joseph K. Schmidt. Introduction. Presents eighty-eight tricks which can be worked with different groupings of playing cards from the traditional deck. An expert at simulated war games, Andrew "Ender" Wiggin believes that he is engaged in one more computer war game when, in truth, he is commanding the last Earth fleet against an alien race seeking Earth's complete destruction. Instructions and diagrams take aspiring magicians through thirty card tricks, arranged in increasing order of difficulty. New self-working Card Tricks by Ryan Matney. Learn 50 card tricks that are easy to master and will astound your friends and family. The tricks are simple but impressive, and clear explanations make them accessible to every budding magician. Easy Card Tricks includes mathematical dupes, sleights of hand, "mind-reading" stunts, expert shuffles and card predictions that will seem impossible to an observer. Some of these tricks need no special skills at all, some need basic equipment, and some need simple conjuring skills to make the false shuffles, double lifts and glides look effortless. But all of the tricks are impressive and, with a little bit of practice, you will soon be a master of illusion. Dazzling "sleights of silk" require no special dexterity or long hours of practice. Threading the Needle, Silk from Silk, Houdini's Coat, 58 more. Step-by-step instructions. Over 500 illustrations. "Magical Mathematics reveals the secrets of amazing, fun-to-perform card tricks--and the profound mathematical ideas behind them--that will astound even the most accomplished magician. Persi Diaconis and Ron Graham provide easy, step-by-step instructions for each trick, explaining how to set up the effect and offering tips on what to say and do while performing it. Each card trick introduces a new mathematical idea, and varying the tricks in turn takes readers to the very threshold of

today's mathematical knowledge. For example, the Gilbreath principle--a fantastic effect where the cards remain in control despite being shuffled--is found to share an intimate connection with the Mandelbrot set. Other card tricks link to the mathematical secrets of combinatorics, graph theory, number theory, topology, the Riemann hypothesis, and even Fermat's last theorem. Diaconis and Graham are mathematicians as well as skilled performers with decades of professional experience between them. In this book they share a wealth of conjuring lore, including some closely guarded secrets of legendary magicians. *Magical Mathematics* covers the mathematics of juggling and shows how the I Ching connects to the history of probability and magic tricks both old and new. It tells the stories--and reveals the best tricks--of the eccentric and brilliant inventors of mathematical magic. *Magical Mathematics* exposes old gambling secrets through the mathematics of shuffling cards, explains the classic street-gambling scam of three-card monte, traces the history of mathematical magic back to the thirteenth century and the oldest mathematical trick--and much more"-DIVThe one essential guidebook to attaining the highest level of card mastery, from false shuffling and card palming to dealing from the bottom and three-card monte, plus 14 dazzling card tricks. /div Easy-to-master crowd-pleasing tricks, require a deck of cards and offer beginners experience in handling an audience. Instructions. DIVDiagrams and instructions for successfully performing The False Shuffle, Sensitive Finger Tips, Palming, The Glide, and 46 other techniques. 13 diagrams. /div Clear instructions for 101 tricks and problems, many based on important math principles. Master such number phenomena as Lightning Calculations, Giant Memory, Magic Squares, nearly 100 more. 98 illustrations. Mystifying, entertaining illusions include "Prediction Wallet," in which the card a spectator has chosen is found in the magician's wallet; "Suspense," in which a card remains dangling in midair, others. 116 black-and-white illustrations. 2 books bound as 1. Full Deck of Impromptu Card Tricks and Miracles of Card Magic. 112 tricks ? forces, self-working, prepared, etc. 48 illustrations.