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Modern Magic *Cartomagia* **Card and Coin Magic to Shock and Amaze** **Modern Magic: A Practical Treatise on the Art of Conjuring** **Grandpa Magic** *Expert Card Technique* **Mathematical Card Magic** *Cartomagia* **Peerless Prestidigitation** *Dazzling Card Tricks* **Mental Magic with Cards** *New Era Card Tricks* **Magic Tricks and Card Tricks** **Modern magic, a practical treatise on the art of conjuring, by prof. Hoffmann** *Modern Magic* **Card & Magic Tricks Self-Working Close-Up Card Magic** **Mystifying Card Tricks** *Card Magic* **Endless Amusement** *Magical Mathematics* *The Royal Road to Card Magic* *Cartomagia fácil* *Out of the Box* **Modern Card Manipulation** **Modern Magic** *200 Tricks You Can Do* *Rational Recreations* *Gimmicks and Card Tricks* *Sealed Mysteries* *Conjuring Apparatus* *Up-to-date* *Usborne Book of Magic Tricks* *Encyclopedia of Card Tricks* *Magic Tricks from the Tree House* *Card and Coin Tricks* **Magic with Cards** **Trucos de magia con cartas (+DVD)** **Bluff** **Bluff Cartomagia I**

The world of magic is shrouded in mystery...until now! Little Giant ♦ Encyclopedia: Card & Magic Tricks reveals some of the basic secrets of conjuring and illusion. It begins with 30 pages of card handling methods that any beginner will find worthwhile. The magical card section features 83 mathematical tricks using special props and novelties, and you'll also find 66 magical sleights of hand using coins, silks and handkerchiefs, string, rope, and paper. There's even a section on how to get the truly "magical" effects that will have your audience shaking their heads in disbelief and calling for more. Provides instructions for performing card tricks of varying levels of difficulty ALL YOU NEED TO KNOW A PRACTICAL HANDBOOK with complete instructions for a routine of card tricks performed using the cards as they are removed from the manufacturer's sealed carton. The book is designed to guide the beginner in card magic through all the procedures required to produce effects that will delight, surprise, and amaze an audience. Full explanations are given of all the handling required and the tricks can be performed with the minimum of manipulation and, if wished, without the use of any sleights-of-hand. At 27, magician Natalie Webb is already a has-been. Facing financial ruin, Natalie follows up on an old job offer to write a magazine article - on the art of cheating at cards. But the article leads to her being offered to help pull off a \$1.5 million magic trick... At twenty-seven, Natalie Webb is already a has-been. A card-trick prodigy, she performed on the world magic circuit at eighteen but a liaison with an older performer ended disastrously after he stole her act and blackened her name. With her career over, she now lives alone with her pigeons and a pile of overdue bills in a New Jersey apartment. To make ends meet, Natalie agrees to write a magazine article on the art of cheating at cards. While researching in Atlantic City, she meets Ellen - a beguiling card cheat with a dazzling sleight of hand. Ellen has targeted a group of gamblers called the Midnight Riders - a hedge fund manager, a car dealer mogul and a Senatorial candidate - who play an annual high-dollar poker game. Ellen proposes that they combine their skills to pull off the greatest illusion of all and walk away with \$1.5 million. But the rules of the game are about to change... Shows com Baralho Indispensável para quem quer aprender Cartomagia prática, como técnica de Ilusionismo, de Prestidigitação. Fazer Mágica satisfaz muito, porque é um laser e uma terapia. E as pessoas que assistem adoram o mágico, pois este as surpreende e as diverte. Dezenas de números, uns simples e outros mais difíceis de fazer, representam um acervo valioso deste setor artístico muito dinâmico. O livro ajuda você a se apoderar da técnica de causar ilusões, dominar mentes. Aproveite este momento e aprenda tudo o que puder. Cartomagia I is an essential guide if

you want to learn about the style and secrets of the golden age of card magic. Clear descriptions of all classic card magic techniques as well as detailed explanations of 150 tricks that can be done with a deck of cards are included. In its almost 600 pages you will learn shuffles, cuts, counts, transpositions, vanishes, color changes... and a wide repertoire of secret techniques and tricks that will dazzle your family and friends. "Step-by-step instructions and photos show how to do a variety of fun and entertaining card tricks"--Provided by publisher. "Modern Magic" is a treatise in book form, detailing the apparatus, methods and tricks used by the magicians and conjurers. It was the first book in the English language to really explain how to perform magical feats. The treatise contains advice on the appearance, the dress and the staging of a magician. It then goes on to describe many tricks with playing cards, coins, watches, rings, handkerchiefs, dominoes, dice, cups, balls and hats, and concludes with a long chapter of miscellaneous tricks, including magic with strings, gloves, eggs, rice and some utility devices. The penultimate chapter describes large stage illusions, and the final chapter contains advice on routining a magic show, as well as more advice on staging. DigiCat Publishing presents to you this special edition of "Modern Magic: A Practical Treatise on the Art of Conjuring" by Professor Hoffmann. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature. Magic tricks for every occasion explained in step-by-step detail. Card tricks are a popular part of the magic world. Illusionists and magicians have been performing these kinds of tricks for many years. With the help of this exciting book, readers of many ages learn about these tricks, including fun facts about how they're done and the people are who do them. Vibrant photographs supplement the intriguing text and will hold the attention of readers of many levels. This fascinating volume will leave readers excited, and perhaps wanting to perform some card magic of their own. 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. Easy to learn and fun to do card and coin tricks for youngsters. Easy-to-master crowd-pleasing tricks, require a deck of cards and offer beginners experience in handling an audience. Instructions. The mathematics behind some of the world's most amazing card tricks Magical Mathematics reveals the secrets of 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. Diaconis and Graham tell the stories—and reveal the best tricks—of the eccentric and brilliant inventors of mathematical magic. The book 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 oldest mathematical trick—and much more. Definitive work on card technique: everything from basic manipulations to advanced flourishes; also a wide variety of tricks. 318 illustrations. A chapter-book companion to the fiftieth Magic Tree House adventure outlines how to perform basic magic tricks and is complemented by facts about famous historical magicians. Budding magicians will love exploring the art of magic with Card and Coin Magic to Shock and Amaze. They will read how famous illusionists fooled their audiences. Then learn how to trick an audience of their own! Kids will follow simple instructions and photos to make cards levitate, coins multiply, and more. Aligned to Common Core Standards and correlated to state standards. Super Sandcastle is an imprint of Abdo Publishing, a division of ABDO. Provides instructions for how to perform eight magic tricks involving playing cards, memory, and sleight-of-hand. In addition to teaching the sleight of hand technique for several card tricks the use of the voice and patter is explored. 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. From a professional magician and New York Times bestselling author, 100+ tricks, stunts, and brainteasers that will engage the grandchildren and provide giggles, jaw-dropping awe, and wonderful memories. From the old pull-a-quarter-from-behind-a-kid's-ear trick and "removing your thumb" to card tricks, stunts for the dinner table, and verbal puzzles that surprise and delight, these tricks are illustrated step-by-step so they're easy to learn, and guaranteed to make grandparenting even more fun. Modern Magic by Professor Hoffmann was one of the first books published in English on the art of conjuring during the Victorian era. Hoffmann was considered to be one of the greatest authorities on the theory and practice of magic at that time. This hardcover edition is a facsimile of the 1876 edition and whist some parts of the text are faded, it perfectly readable and make a beautiful addition to any magician or historian's library. Las técnicas básicas y los secretos de la cartomagia. Trucos divertidos para coger una baraja y convertirse por unos momentos en un mago Would you like to confound your friends, amaze your acquaintances, amuse and dazzle crowds at parties and gatherings? Mastering a few card tricks will allow you to do all that and more. With the help of this book, anyone can develop a versatile repertoire of first-rate card tricks. In fact, mastery of just the first chapter will enable you to perform a half-dozen astounding and entertaining sleights of hand. The authors, both noted authorities on magic, present complete, easy-to-understand explanations of shuffles, flourishes, the glide, the glimpse, false shuffles and cuts, the pass, the classic force, and many other techniques. These will enable card handlers to perform over 100 mind-boggling feats of card magic, including Thought Stealer, Gray's Spelling Trick, Do as I Do, Now You See It, Obliging Aces, Rapid Transit, Kangaroo Card, A Topsy Trick, and dozens of others. Illustrated with more than 120 clear line cuts that make the explanations easy to follow, this exciting introduction to card conjuring will enable even beginners to develop professional-level skill and the ability to perform tricks guaranteed to astound family and friends. Unabridged Dover (1999) republication of the work published by World Publishing Company, Cleveland, Ohio, 1951 (first edition, Harper & Brothers, 1948). From a writer who "dazzles with prose strength and style" (Michael Koryta), Bluff takes us deep inside the fraught and fascinating world of a modern magician who becomes obsessed with magic's dark twin--the underworld of the card cheat This books includes some of the best classics magic tricks playing with cards or naipes (Spanish Cards).

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