

opened, it is discovered that the two cards

on the slip correspond to the suit and

number of the cards between which the

face-up one has been sandwiched.

These abetches show steps in the card prediction that. Though it appears difficult, this trials is easy if the amoteur practices a little and prepares his cards preparely. At bottom is shown the dock with the two predicted eards, face down, with the identifying eard, face up, between them. Across point to eards which the performer shows sufferne



Upon completion of your explanation, flip off the top card, one of the duplicates, in an offhand way for someone to pick up. While this is being done, slip the top card between the first two fingers of the hand holding the deck and switch it to the bottom to give the pack a double back. In the next movement turn over the deck so the cards are face up, although they appear to be backs up to the audience because of the top card. Thus when the bystander inserts the card discarded at the start of the trick into the deck he believes it is going in face showing. In reality it is facing the same as the other cards. Now take the deck in both hands and while it is being turned over, change the position of



the movements and with the second finger you lift this card and shove it a little way out of the pile. By using a ring and your little fingers you pull the card all the way out and put it at the bottom of the deck.

Then divide the deck into two portions. retaining the bottom half that contains the selected card. While the spectator is examining his portion, you shove the selected card up from the bottom to the top of the pack with the first finger of the left hand into the palm of the right. Then skim through your cards. While the spectator places his cards on the table, hold yours in the left hand at your side. When explaining the purpose of the trick, grasp the top card in your own portion of the deck between the first two fingers and shunt it

the bottom card so all are running in the same direction with the exception of the prearranged setup on the top of the deck. Cut the cards to bring the setup to the middle. As the spectator reads the suit and number on the slip of paper, skim through the deck, pulling out the three cards to prove your prediction has been correct.

PLACE IN DECK

PULLING CARD OUT

Another mystifying routine is to have a card selected by a bystander as you riffle through the deck. Cut the deck in two portions, giving one to the spectator and retaining the other. The two piles are again cut and stacked into one deck. You then find the selected card by having it appear face up in the deck.

This is effected by a few deft movements with the selected card. You riffle through the deck until the spectator tells you to stop. After he looks at the card momentarily, you snap the stack shut, but hold the spot with the second finger. Your other hand is then brought over to cover



Various steps in picking out the eard selected by spectator while magician riffles deck. Circle, dealing and reassembling the eards for the spelling trick

to the bottom, turning it and bringing it face up. Dividing the cards into four piles you restack them, being careful not to show the face-up card at the bottom. When the cards are spread out the selected card appears with its face up.



A spelling trick can be done with cards. Four people are handed a number of cards and while you turn your back each selects one card from the respective packs and after looking at it places it at the bottom of each pile. The cards are gathered up and you spell out each of the four selected cards, spelling the name of the card by counting off one from the top of the deck for each letter.

To perform this feat eliminate four cards from the deck in advance so as to leave forty-eight, each spectator being given twelve. Although not foolproof entirely, it is possible to spell out virtually every card in the deck. For example: t-h-r-e-e o-f c-l-u-b-s or s-e-v-e-n o-f s-p-a-d-c. Some will finish on the singular of a particular suit, others on the plural. After the four päcks have been picked up, the selected cards will become twelve, twenty-four, thirty-six, and forty-eight in position. Be careful to pick up the four piles in the opposite order to which they were handed out. Then ask the No. 1. spectator to name the card he placed on the bottom of his pile and



COVERED BY

Top, easy trick in which magician picks out card selected while his back is turned. Left, method by which the four nees can be made to vanish from beneath spectator's hard not appear in another pile of cards

ANY THREE CARDS

CARDS ARE GATWERED

AND DEALT OUT IN
SHREE PILES STARTING
AT DEALERS LIFT

IN DEALING CARDS ACES
WILL BE 187 AND 7TH A 1074

IN DEALING CARDS ACES
WILL BE 15" 47" 7" 5 10"
CARDS FROM TOP AND
WILL APPEAR IN
FIRST PILE

ACES DISCARD

when this is done, take the top card for the first letter, the second for the second letter, and so on until you spell out each of the four selected cards. So long as the number of the card, plus the name of the suit, plus the two letters "of" total twelve, the trick works. You can prepare for this trick by working out the various combinations which will add up to twelve, such as "deuce of clubs" instead of "two of clubs."

Another trick is to deal out four piles of cards in

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## Easy Card and Rope Tricks

(Centinued from page 709)

rotation until the deck has been exhausted. You turn your back and one card is taken from the middle of any of the four piles and placed on top of it. When all the cards have been gathered together again you go hurriedly through the deck and find the selected card.

Prearrangement for this calls for the removal of all cards of any one suit, placing six on top of the deck and seven on the bottom. The fact that there are six spades, for example, on top and seven on the bottom arranges them so that the top and bottom cards are each a spade. Thus when a card is selected from the middle and placed on top of the packs it is bound to be between two spades. Then by running through the deck you can detect the card instantly.

The vanishing aces trick deserves a place in the repertoire of every amateur magician. The four aces are removed from the deck and placed face up on the table and on top of each of these are put three regular cards. The packets are picked up one at a time and the three indifferent cards of each are thrown off onto the table face downward. The aces are placed on the table the same way and the twelve remaining cards are returned to the deck and three packs of cards of four each are dealt off in rotation. While the spectator holds his hand over the pile containing the aces, you cause the aces to disappear from under the spectator's hand into another pile which you show the audience.

To do this, spread out the four aces with three regular cards on top of them. Pick up the first packet by the left hand with their faces upward. Discard the first two cards but upon coming to the third flip off the ace instead of the indifferent third card. This is done by shoving the third card out about half an inch. As the hand turns over the thumb draws the third card back into the palm and at the same time the fingers throw the fourth out in its stead.

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3. Non-clogging

4. Quick-drying









## Easy Card and Rope Tricks

(Continued from page 128A)

Thus the fourth card, which the bystander believes to be the ace, is put in a separate pile to one side. When all the packs are separated the aces are the first, fourth, seventh, and tenth cards respectively in position. Place that packet on top of the deck. When you deal the three piles of four cards each in rotation the aces automatically fall into the first pile. Then as the spectator covers the pile of cards at one side, the pile in which he believes you placed the aces, you announce that the aces have vanished from under his hand into the first of the piles of cards you have just dealt. Upon picking up this pile the spectator finds the four aces.

The rope trick also is mystifying. The spectator cuts a piece of rope with a knife and it is then knotted together. You then restore the rope to its original form, the

knot disappearing.

At the outset, hold the rope with one end in each hand. Place the end in the right hand in the left hand and draw up the center loop and place it between the two ends. In order to satisfy the audience that the rope is all right, grasp the loop in the teeth and allow the ends to fall. Then gather up the two ends in the left hand. As you pull up the loop this time hold it by the thumb and cover it with the fingers of the left hand. Loop the end of the rope nearest the palm through the center fold so it will take the place of the latter when the cutting is done. fter it has been cut by the spectator, allow the two outside pieces to drop down so that four cut ends are visible. While the knot is being tied in the ends at the top, be careful to conceal the loop with thumb and fingers. After the knot has been tied securely roll the rope around your hand and while doing this, slide the false knot off the rope, and slip this small piece into the pocket. To achieve a convincing performance you should practice this trick before trying it on an audience.

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