

Mini-Magic

GB



8 years +



1 magician and an audience



Aim of the game: to present a truly magical show!



Includes: 47 cards

- **Normal cards:** 40 cards divided into 4 families (green, blue, red, purple) of 10 cards each (1, 2, 3, 4, 5, 6, 7, dragon, fairy, wizard)
- **Trick cards:** 6 “double-sided” cards, 1 “short” card (purple 7)

BASIC INSTRUCTIONS:

- *Always prepare your tricks carefully, and practise well so you get them right before your first performance.*
 - *Never reveal your methods.*
 - *Your preparations for each trick must remain a **secret**.*
- *At the end of each trick, carefully collect up your equipment, taking care not to give away your secrets.*

Don't forget: some tricks are complicated.

If you don't succeed, get help from an adult, who can then be your assistant.

VOCABULARY: *Cutting and completing the cut*



TRICK 1: WHICH DRAGON?

Equipment: the 40 normal cards

Secret preparation: Remove the 4 dragons from the deck of normal cards. Hold the rest of the cards face down in your hands. Insert the dragons into the deck as follows:

- Put the red dragon on the top of the deck.
- Insert the blue dragon in ninth position from the top of the deck, including the red dragon you just placed.
- Insert the green dragon anywhere in the deck below the blue dragon, facing the opposite way to the other cards (face up).
- Put the purple dragon in your pocket.
- Then place the deck in a pile, with the cards facing down, on the table.

Performing the trick:

- 1 • Ask a member of your audience to name a dragon: the green, red, purple or blue one.
- 2 • If they choose the red dragon, explain that it loves to be tickled! Ask them to concentrate hard on a red dragon, and get them to blow on the deck. Explain that the dragon is going to rise to the top of the deck to feel their breath on its wings!

Turn over the top card on the deck: the red dragon is there!

- 3 • If they choose the blue dragon, explain that you'll need to use some magic words to find it. You'll use the name of the game, "MINI MAGIC". Explain that when you've said the magic words, the blue dragon will appear. Spell out loud the name of the game, "MINI MAGIC". Each time you say a letter, turn over the card on the top of the deck and place it to one side.

The last card you turn over, which matches the letter "C", is the blue dragon!

- 4 • If they choose the green dragon, explain that it's a tricky one, and it loves to be different. It's always sure to be doing something a bit crazy! Spread out all the cards face down on the table.

Only one of them is turned face up: the green dragon!

- 5 • If they choose the purple dragon, explain that this dragon is a bit shy, and loves to go for a walk. But you'll do your best to find it anyway. Tap three times on the deck. Explain that you can't feel its presence there... It must have gone off to hide somewhere. Pretend you can feel something moving in your pocket.

Take the card out of your pocket: it's the purple dragon!

Don't forget: only ask the audience member to choose one dragon for this trick!

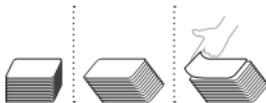
TRICK 2: TAPPITY TAP

Equipment: the 40 normal cards + the "short" trick card

Secret preparation: remove the purple 7 from the "normal" card pack. Shuffle the cards, then place the cards in pile, faces down. Lastly, place the "short" trick card on the top of the deck, face down.

Performing the trick:

- 1 • Hold the deck in your hands and fan out the cards to show your audience, with the backs towards them.
- 2 • Invite a member of the audience to choose a card. Tell them to look at it and show it to the audience, but not to let you see it.
- 3 • While they're doing this, "square up" (tidy up) the deck in your hand without changing the order of the cards.
- 4 • Ask the audience member to put the chosen card back, face down, on the top of the deck in your hand.
- 5 • Put the deck on the table. Cut the deck, and complete the cut.
- 6 • Take the deck in your hands, and slightly tilt it. Lift up the front of the cards with your index finger, and gently let go. At some point you will feel a slight drop followed by a small "click" under your fingers – this is the short card.



- 7 • Cut at this point, and complete the cut.
 - 8 • Ask the audience member to tap on the pack, explaining that this will move their card to the bottom.
 - 9 • Turn the deck over, face up.
- It's Magic! There is their chosen card.**

TRICK 3: COINCIDENCE

Equipment: the 40 normal cards

Secret preparation: remove the picture cards (dragons, fairies and wizards) from the deck and shuffle it.

Performing the trick:

- 1 • Ask an audience member to shuffle the pack.
- 2 • Take the shuffled pack in your hands and fan out the cards so that they are facing you, letting you clearly see them.
- 3 • Look at the last two cards facing you (the ones which would be at the bottom of the deck if the cards were stacked in a pile on the table).

Remember the colour (e.g. red) of the last card.

Remember the number (e.g. 2) of the last but one card.

- 4 • Next, find the card which matches both these criteria (in the above case, red 2), and place it face down on the table, telling your audience that you're going to choose a card that they will have to find. Of course, you'll help them do this.
- 5 • Place the deck of cards in a stack, face down on the table.
- 6 • Ask an audience member to pick up some of the cards and give them to you. Pretend to weigh the stack, and tell everyone that this deck won't be much use to them. Put it down somewhere else on the table.
- 7 • Give the rest of the card deck to the audience member and ask them to make two stacks: one card on the left, then one on the right, then left again, then right again, and so on.
- 8 • Say you're going to summon your magic powers, and tap on the two stacks.
- 9 • Turn over the last card placed by the audience member, and announce that the card you're looking for is the same colour (in our case: red).
- 10 • Turn over the card on the top of the other stack, and announce that the card you're looking for is the same number (in our case: a 2).

11 • Say, "so, the card we're looking for must be red 2".

Turn over the first card: it is indeed red 2.

Don't forget: if the two bottom cards in the fan are the same colour or the same number when you start the trick, it won't work. Ask the audience member to shuffle the pack again.

TRICK 4: MARRIAGE BY CARDS

Equipment: the four fairies and the four wizards

Secret preparation: Place the four fairies in the following order: red, blue, green and purple. Place the four wizards in the same order.

Performing the trick:

1 • Tell the audience a story: *"Once upon a time... there were four beautiful fairies and four powerful wizards who lived happily in the land of magic. The red wizard and the red fairy fell head over heels in love. The same happened with the blue wizard and blue fairy, the green wizard and the green fairy, and the purple wizard and the purple fairy. So they decided to have a joint celebration of their marriages by holding a sumptuous feast, to which they invited everyone in that country. Everyone, that is... except the wicked witch. She was so furious at not having been invited that she swore revenge on the four couples..."*

2 • While you're telling the start of the story, show the audience the four fairy cards one by one, keeping them in the order mentioned above. Then do the same with the four wizards.

3 • Continue the story: *"To punish them for the wrong they had done her, the wicked witch cast a spell on the lovers. She exiled them all, scattering them to every part of the world to separate them for years and years..."*

4 • As you tell this story, pick up the pile of the four wizards and place it on top of the pile of the four fairies. Turn the deck of eight cards so that it is face down, then cut the deck and complete the cut as many times as you wish. Each cut might, for example, represent years of separation.

5 • Continue the story: *"Fortunately, the witch was eventually overcome, and her spell was broken. The exiles were able to return to the land of magic. The lovers could be together again."*

6 • As you tell the end of the story, separate the four cards on the top. Next, present the two decks and tap on them!

7 • Turn over one card from each deck at the same time.

The couples are reunited.

8 • Continue by turning over the next card from each of the decks, and so on.

All the marriages are complete again.

TRICK 5: TURN-OVER

Equipment: 6 cards from the set of 40 normal cards + 6 "double-sided" trick cards

Secret preparation: Make a fan by alternating the six trick cards and the six normal cards, with their faces up, with a trick card first.

Performing the trick:

1 • Show the audience the twelve-card fan, taking care not to show the rear side of the cards.

2 • Point out to them that these cards alternate between face up and face down.

3 • Close up the fan and put the deck face down on the table.

4 • Tell the audience that you want the cards all to be the same way up.

5 • Wave your hands over the deck to make the magic happen (without touching the cards!) and count to six, pretending you can hear each card turning over:

6 • Spread out the cards on the table without turning them over:

They are all face down.

TOUR N 6 : AROUND THE WORLD

Equipment: the set of 40 normal cards

Secret preparation: Take the four wizard cards and three normal cards. Place the four wizards in the following order: the red wizard, then the three others. Hide the three normal cards behind the red wizard. Hold the fan of the four wizards in your hand, taking care not to show the three cards hidden behind the red wizard.



Place the rest of the cards in a deck on the table, face down.

Performing the trick:

1 • Put the remaining cards in a deck, face down, on the table in front of the audience and hold the trick fan in your hand.

2 • Tell the story: *"This is the story of four wizards who decided to travel around the world..."*. Show the four-wizard fan to the audience.

3 • Close up the fan again and place all the cards (the four wizards and the three other cards) on the top of the deck, face down (like the rest of the deck).

4 • Hold the deck face-down in your hands, and continue the story: *"The purple wizard set off for the other side of the world, to Australia..."* (for example). Take the card from the top, insert it into the deck, and continue the story.

5 • *"The blue wizard travelled to India..."* Take the card from the top, insert it into the deck, and continue the story.

6 • *"The green wizard went to Spain..."* Take the card from the top, insert it into the deck, and continue the story.

7 • *"And lastly, the red wizard decided to stay at home..."* Leave the card on the top of the deck, and place the deck in the middle of the table.

8 • Continue the story: *"...One year later, all the wizards returned home to tell the story of their travels to the red wizard..."* As you say this, turn over the four top cards on the deck, one by one.

The four wizards have returned!

TRICK 7: KEY CARD

Equipment: the set of 40 normal cards

Performing the trick:

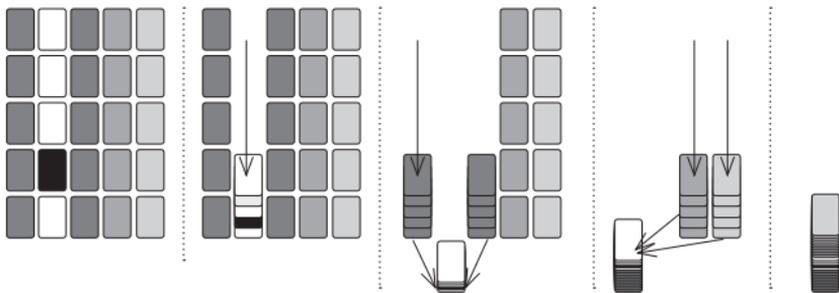
- 1 • Ask an audience member to shuffle the cards.
- 2 • Take the deck in your hand and ask the audience member to choose a card. They should look at it, but not show you.
- 3 • Take a sneaky look on the card at the bottom of the deck (e.g. green 6) while the audience member is looking at theirs.
- 4 • Ask them to put their card back on the top of the deck.
- 5 • Cut the deck, and complete the cut. The key card will be above the chosen card.
- 6 • Shuffle the deck roughly, being careful not to separate the key card from the audience member's chosen card.
- 7 • Souffle sur le paquet afin de faire passer ton fluide magique.
- 8 • Turn the cards over one by one. When you uncover your key card (in our example, green 6), you'll know that the chosen card is the next one.

TRICK 8: MAGIC 13

Equipment: 25 cards from the set of normal cards.

Performing the trick:

- 1 • Shuffle the cards.
- 2 • Make five columns of cards, laying them down line by line, from left to right. All the cards must be face up.



- 3 • Ask an audience member to pick a card without saying which one, and get them to tell you which column it's in.
- 4 • Pick up the cards in that column, top to bottom, to form a deck. Pick up two other columns, top to bottom. Add them to your deck, placing them **on the bottom**. Pick up the two remaining columns, top to bottom. Add them to your deck, placing them **on the top**.
- 5 • Make five new columns of cards as you did in Step 2 above.
- 6 • Ask the audience member again to tell you which column their card is in.
- 7 • Pick up that column and repeat Step 4.
- 8 • With your deck of cards face down in your hand, tell the audience that the number 13 is magic, and that you'll use it to help you find the chosen card. Blow on the packet and call out: "Magic 13!"
- 9 • Turn over each of the first 13 cards from the deck, starting from the top and counting out loud. **The thirteenth card is the audience member's chosen card.**

TRICK 9: DIVINATION

Equipment: 20 normal cards

Performing the trick:

- 1 • Ask an audience member to shuffle the cards.
- 2 • Pick up the deck and take a sneaky look at the card on the bottom (e.g. purple 7).
- 3 • Spread the cards out on the table, face down, taking care to note the position of the card you looked at (the one on the bottom of the deck).
- 4 • Tell the audience that you'll use your power of divination to read right through the cards: in other words, you have the power to say which card you're going to pick without even touching it.
- 5 • Tell the audience you're going to pick your first card. Tell them the value and colour of the card you saw on the bottom of the deck at the start of the trick (in this example, it was purple 7). Pick any card at random on the table. Hold it in your hand so the audience can't see it, and look at it (let's say it's the blue dragon, for example).
- 6 • Tell the audience you're now going to pick another card. Tell them the value and colour of the card you just picked (in our example, the blue dragon), then pick another card at random on the table. Hold it in your hand so the audience can't see it, and look at it (let's say it's red 2, for example).
- 7 • Tell the audience you're going to finish by picking another card. Tell them the value and colour of the last card you picked (in our example, red 2). Then pick the card whose position you noted at the start (in our example, purple 7).
- 8 • Sum up by once again naming each of the cards you called out before even touching them. In our example, they were purple 7, the blue dragon and red 2.
- 9 • Show the cards you're holding in your hand.
They're the same ones!

TRICK 10: GUESS

Equipment: 20 normal cards

Performing the trick:

- 1 • Tell the audience you have the power to guess a card without even seeing the deck.
- 2 • Ask an audience member to shuffle the pack.
- 3 • Take it back, and hide it behind your back.
- 4 • With the cards still behind your back, separate the deck into two sets, placing them back to back to make just one set again.
- 5 • Hold out the deck to show to the audience, calling out the name of a card at random. At the same time, sneak a look at the card facing you.
- 6 • Obviously the card you've called isn't the one the audience can see! Pretend to be surprised at your mistake, and explain that this trick requires lots of concentration.
- 7 • Put the deck behind your back again, turn it over and say that you need to concentrate again.
- 8 • Hold out the cards again, and call out the card that you sneaked a look at earlier
It's Magic! You guessed the right card!



Magic tricks

A little sleight of hand, a generous helping of illusion,
a few trick cards... and hey presto!

10 simple magic tricks to amaze your friends.