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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 Table Magic Self-Working Rope Magic Self-Working Mental Magic Self-Working Paper Magic Magic Tricks and Card Tricks Self-Working Coin Magic Self-Working Handkerchief Magic Encyclopedia of Card Tricks Scarne on Card Tricks Easy Card Tricks You Can Do Today Destination Zero Charles Jordan's Best Card Tricks Foolproof Card Tricks for the Amateur Magician Easy-to-do Card Tricks for Children Card Tricks Mathematical Card Magic World's Best Card Tricks Card Tricks for Beginners Getting Things Done Magic For Dummies The Expert at the Card Table The Wonderful Story of Henry Sugar Easy Magic Magical Mathematics Fair Play Joshua Jay's Amazing Book of Cards Close-up Card Magic The Drowning Kind 101 Amazing Card Tricks 101 Clever Card Tricks Self-Working Card Tricks Ender's Game Self-Working Number Magic Annemann's Card Magic

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. 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. 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. 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. "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 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 é 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. 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 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. 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. 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. 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. 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. 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. 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. 95 foolproof card tricks that can be done either by beginners or by experienced magicians. 101 illustrations by Joseph K. Schmidt. Introduction. 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. 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. 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. 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 see a beautiful women 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. 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. A NEW YORK TIMES BEST THRILLER OF 2021 In this " blisteringly suspenseful tale that will keep you up at night " (Wendy Webb, author of Daughters of the Lake), a woman returns to the old family home after her sister mysteriously drowns in its swimming pool...but she's not the pool's only victim. Be careful what you wish for. When Jax receives nine missed calls from her older sister, Lexie, she assumes that it's just another one of her sister's episodes. Manic and increasingly out of touch with reality, Lexie has pushed Jax away for over a year. But the next day, Lexie is dead: drowned in the pool at their grandmother's estate. When Jax arrives at the house to go through her sister's things, she learns that Lexie was researching the history of their family and the property. And as she dives deeper into the research herself, she discovers that the land holds a far darker past than she could have ever imagined. In 1929, thirty-seven-year-old newlywed Ethel Monroe hopes desperately for a baby. In an effort to distract her, her husband whisks her away on a trip to Vermont, where a natural spring is showcased by the newest and most modern hotel in the Northeast. Once there, Ethel learns that the water is

rumored to grant wishes, never suspecting that the spring takes in equal measure to what it gives. A modern-day ghost story that illuminates how the past, though sometimes forgotten, is never really far behind us, *The Drowning Kind* “ is satisfying on every level: Marvelously chilling, elegantly written, a true page-turner ” (Janelle Brown, New York Times bestselling author). *DIVDiagrams and instructions for successfully performing The False Shuffle, Sensitive Finger Tips, Palming, The Glide, and 46 other techniques. 13 diagrams.* /div 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. This simple step-by-step guide makes magic easy no matter what your age. Use 'Brain power' tricks that use mathematics and exercise your memory skills to perform mind-reading stunts. Inventive tricks using mobile phones will delight more experienced magicians looking for something new. 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.* *ALLEN/GETTING THINGS DONE* 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. *AN INSTANT NEW YORK TIMES BESTSELLER • A REESE'S BOOK CLUB PICK* Tired, stressed, and in need of more help from your partner? Imagine running your household (and life!) in a new way... It started with the Sh*t I Do List. Tired of being the “ shefault ” parent responsible for all aspects of her busy household, Eve Rodsky counted up all the unpaid, invisible work she was doing for her family—and then sent that list to her husband, asking for things to change. His response was...underwhelming. Rodsky realized that simply identifying the issue of unequal labor on the home front wasn't enough: She needed a solution to this universal problem. Her sanity, identity, career, and marriage depended on it. The result is *Fair Play*: a time- and anxiety-saving system that offers couples a completely new way to divvy up domestic responsibilities. Rodsky interviewed more than five hundred men and women from all walks of life to figure out what the invisible work in a family actually entails and how to get it all done efficiently. With 4 easy-to-follow rules, 100 household tasks, and a series of conversation starters for you and your partner, *Fair Play* helps you prioritize what's important to your family and who should take the lead on every chore, from laundry to homework to dinner. “ Winning ” this game means rebalancing your home life, reigniting your relationship with your significant other, and reclaiming your Unicorn Space—the time to develop the skills and passions that keep you interested and interesting. Stop drowning in to-dos and lose some of that invisible workload that's pulling you down. Are you ready to try *Fair Play*? Let's deal you in. 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 Easy-to-master crowd-pleasing tricks, require a deck of cards and offer beginners experience in handling an audience. Instructions. Demonstrates how to perform different types of card tricks with step-by-step instructions and photographs. 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. Instructions and diagrams take aspiring magicians through thirty card tricks, arranged in increasing order of difficulty. 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.