
Download Ebook The Royal Road To Card Magic

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9F0 - KASH HOUSTON

The classic illusionist's guide, with over 100 tricks, plus illustrated instructions and a new foreword by Steven Cohen, a master of sleight of hand. 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 Braué 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 this easy-to-understand and much-illustrated book you'll learn the classic repertoire of first-rate card tricks. Whether

you're a beginner or professional, this is a must-read. Before long, you'll be doing card magic that will astound everyone.

Contents Include: The Overhand Shuffle The Riffle Shuffle Flourishes The Glide The Glimpse The Key Card The Palm The Backslip The Overhand Shuffle II False Shuffles and Cuts The Double Lift and Turnover The Pass Miscellaneous Flourishes The Reverses The Hindu Shuffle and Other Controls The Classic Force Top and Bottom Changes Arrangements Routines Platform Tricks

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.

"A professional performer presents tricks for magicians at every level of skill, especially novices. Intended for performances in bars, restaurants, and other close-up venues, these 29 routines include original tricks as well as tried-and-true crowd pleasers. Over 300 photographs illustrate clear instructions for illusions involving cards, money, fire, mind reading, and comedy"--

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DIVSimple-to-use book gives versatile repertoire of first rate card tricks. The authors, both expert magicians, present clear explanations of basic techniques and over 100 complete tricks. 121 figures. /div

The apocalypse will be televised! A man. His ex-girlfriend's cat. A sadistic game show unlike anything in the universe: a dungeon crawl where survival depends on killing your prey in the most entertaining way possible. In a flash, every human-erected construc-

tion on Earth--from Buckingham Palace to the tiniest of sheds--collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you're in, you can't get out. And what's worse, each level has a time limit. You have but days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It's about your followers, your views. Your clout. It's about building an audience and killing those goblins with style. You can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game--with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it Dungeon Crawler World. But for Carl, it's anything but a game.

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.

The most complete treatise on sleight-of-hand coin conjuring, including best traditional methods and modern innovations. Guides you systematically from basic techniques, through integrated tricks to complete acts, 18 in all. 510 clear illustrations.

Noted magician and magic authority offers 72 tricks that work automatically through nature of card deck. No sleight of hand need-

ed. Often spectacular. 42 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.

Some disasters can only be avoided if you know they're coming... On Karell, you are either blessed by the gods, granted a unique power and the ability to gain experience and levels, or you are forgotten. Micah Silver was a boy picked for greatness. Chosen by the gods to bear a mythic power, he longed to take his place amongst the heroes and legends he grew up reading about. Unfortunately, his primary blessing only allows him to travel into the past by sacrificing his class, wealth, and levels--a psychological burden that Micah is reluctant to shoulder. But, even if Micah is unwilling, fate has a way of forcing you to face your destiny... and running away can cost you everything. Over and over again... Experience the start of a time-loop LitRPG Series where a reluctant hero is forced to fight against an impossible catastrophe. Using his talents for enchanting items and summoning creatures, he must retrace his steps and grow stronger in a potentially futile effort to prevent tragedy and protect his family.

In the wake of a devastating disease, everyone sixteen and older is either dead or a decomposing, brainless creature with a ravenous appetite for flesh. Teens have barricaded themselves in buildings throughout London and venture outside only when they need to scavenge for food. The group of kids living a Waitrose su-

permarket is beginning to run out of options. When a mysterious traveler arrives and offers them safe haven at Buckingham Palace, they begin a harrowing journey across London. But their fight is far from over--the threat from within the palace is as real as the one outside it. Full of unexpected twists and quick-thinking heroes, *The Enemy* is a fast-paced, white-knuckle tale of survival in the face of unimaginable horror.

Demonstrates how to perform different types of card tricks with step-by-step instructions and photographs.

Learn to do astounding tricks with cards, coins, rope; also, comedy magic, mental dexterity, more. Few props and little sleight of hand needed. "The best book yet on easy-to-do magic." — Martin Gardner. 247 illustrations.

Put God First by Rev. Burke Culpepper, D.D., is a collection of evangelistic sermons.

Contains more than a hundred card tricks and routines using Tamariz's memorized deck "Mnemonic"

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).

Mark Lewis has added new ideas, variations to this classic book first published in 1949. Lots of colour photos added to the original text. Bonus appendix section with five extra chapters. 400 pages. Foreword by legendary card magician and memory expert Harry Lorayne.

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.

Teach Yourself 25 Beginner Card Tricks! Amaze your friends and family with these easy to learn card tricks. Basic Card Magic contains 6 card magic routines with several tricks in each. You can use the routines as they are, tweak them, combine them, mix them up, or use any trick on its own. You can do all 25 card tricks using a standard deck of cards and with no prior setup. Stun your friends with your new skills, because learning card magic doesn't come any easier than this. Get it now. Learn a Variety of Tricks

and Skills *Basic card handling *False shuffles *Double lifts *Predictions *Transportations *Color changes *Vanishes ...and more. Fun for All Ages These beginner's card tricks come with easy to follow instructions and pictures. Easy enough for kids to learn but good enough to fool adults. Limited Time Only... Get your copy of Basic Card Magic today and you will also receive: *Free SF Nonfiction Books new releases *Exclusive discount offers *Downloadable sample chapters *Bonus content ... and more! Discover your inner magician, because this is one of the best basic card magic books on the market. Get it now.

Over 100 tricks that can be done with any pack of cards. This rich collection has taught thousands of magicians how to perform dozens of eye-catching, yet really workable tricks. Over 200 illustrations.

2015 Reprint of 1948 Edition. Full Facsimile of the original edition. Not reproduced with Optical Recognition Software. In this classic treatment the student is led, step by step, from the easy to more complicated sleight of hand tricks. 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. Illustrated with 121 black and white illustrations.

"A new edition with a final chapter written forty years after the explosion."

Zorian Kazinski has all the time in the world to get stronger, and he plans on taking full advantage of it. A teenage mage of humble birth and slightly above-average skill, Zorian is attending his third year of education at Cyoria's magical academy. A driven

and quiet young man, he is consumed by a desire to ensure his own future and free himself of the influence of his family, resenting the Kazinskis for favoring his brothers over him. Consequently, Zorian has no time for pointless distractions, much less other people's problems. As it happens, though, time is something he is about to get plenty of. On the eve of Cyoria's annual summer festival, Zorian is murdered, then abruptly brought back to the beginning of the month, just before he was about to take the train to school. Finding himself trapped in a time loop with no clear end or exit, he will have to look both within and without to unravel the mystery set before him. He does have to unravel it, too, because the loop clearly wasn't made for his sake, and in a world of magic even a time traveler isn't safe from those who wish him ill. Fortunately for Zorian, repetition is the mother of learning...

Magic is everywhere, from the big spectacle celebrity of David Copperfield and Siegfried and Roy to the quirky Penn and Teller to the spooky David Blaine and Criss Angel to the endless material on YouTube. But until now, learning it has never been easy—that's all about to change with *Magic*, a book that does for close-up magic what *How to Grill* does for barbecue. Written by charismatic young magician Joshua Jay, *Magic* combines expertise, photographs, and step-by-step directions showing how to perform 100 tricks. Joshua Jay took home the top prize at the World Magic Seminar (the Olympics of magic) when he was just 16 years old. Now he continues to perform magic, write about magic, eat, sleep, and breathe magic. Here, he brings all his passion and knowledge to teaching magic. Each trick is broken down into the Effect, the Secret, the Set-up, and, most important, the Performance, with lessons on what to say, how to direct the audi-

ence's attention, where to keep your hands, and so on. (In other words, how to be smart about the things your audience is surprisingly clueless about.) Here are the Ten Greatest Card Tricks; tricks to dazzle a dinner date; tricks to perform for the boss (poke a hole through his shirt, then magically mend it); tricks especially for kids; and even tricks for an audience in another state—with "Australian Self-Help," you can find a participant's chosen card over the phone. It's the Aha! book for a subject whose time has come.

From simple to advanced, and using household and inexpensive props, *Knack Magic Tricks* includes tricks using cards, coins, handkerchiefs, and fruit, as well as mental tricks, anytime tricks, standup tricks, and tricks especially for kids (to be performed both for them and by them).

Easy-to-master crowd-pleasing tricks, require a deck of cards and offer beginners experience in handling an audience. *Instructions. Definitive work on card technique: everything from basic manipulations to advanced flourishes; also a wide variety of tricks. 318 illustrations.*

Have some extra change rattling around in your pocket? Need a new party trick? *Coin Magic: The Complete Book of Coin Tricks* is your go-to reference for astonishing any audience?friends, family, people on the street, or even strangers sitting in a theater seat seeing your first public performance. Everyone will be amazed by your ability to captivate and charm.Originally published in the 1930s, this highly acclaimed coin magic book from master of manipulation Jean Hugard is still a leading authority today for magicians everywhere. Whether you're an active professional magi-

cian looking to add to your repertoire or just someone learning tricks for fun, this classic book is a comprehensive collection of coin magic?with more than one hundred tips and tricks to help you master the craft of illusion and sleight of hand. Additionally, this book includes dozens of illustrations to guide readers through tricks, making them much easier for them to grasp visually. Includ-

ed with this edition is a brand new foreword written by award-winning coin magician and expert on twentieth-century coin magic technique David Roth, making this edition of Coin Magic the quintessential authority on the subject.

Provides instructions for how to perform eight magic tricks involving playing cards, memory, and sleight-of-hand.