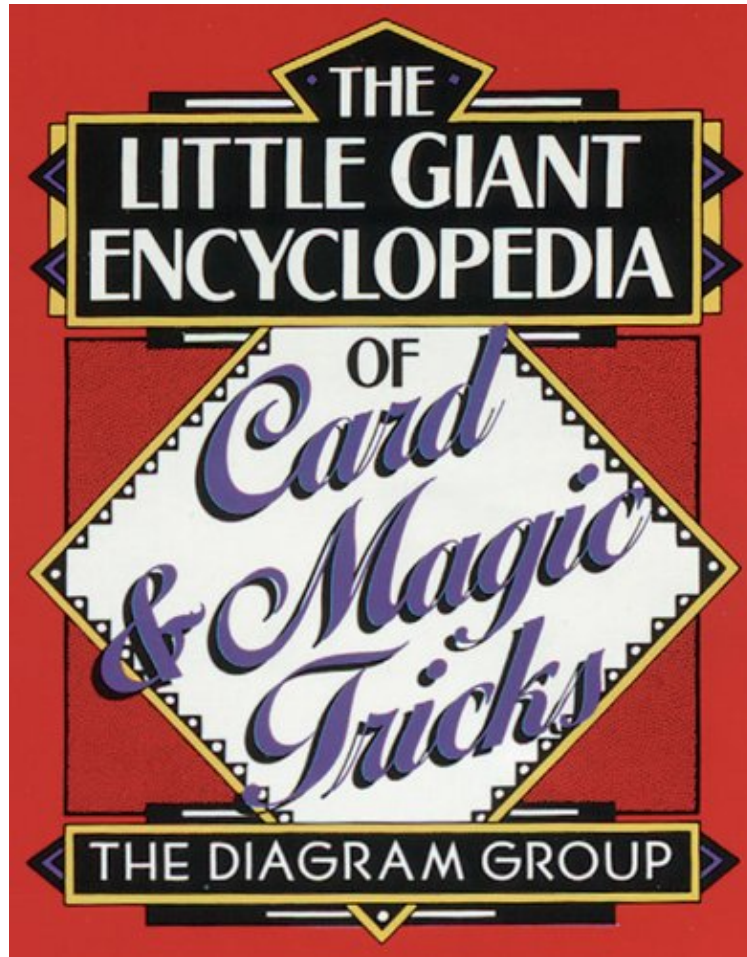


[DOWNLOAD] The Little Giant Encyclopedia of Card Magic Tricks

## The Little Giant Encyclopedia of Card Magic Tricks

*The Diagram Group*

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#2760968 in Books Sterling 1996-12-31 Original language: English PDF # 1 1.25 x 4.19 x 5.371, .75 #File Name: 0806993472512 pages Great product! | File size: 22.Mb

**The Diagram Group : The Little Giant Encyclopedia of Card Magic Tricks** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Little Giant Encyclopedia of Card Magic Tricks:

0 of 0 people found the following review helpful. This was recommended to my son by a magician with many years of entertainment experience. It's a complicated little book, but then, it IS an encyclopedia!  
0 of 0 people found the following review helpful. Five Stars  
By RMHave used this book for decades. Bought this copy for my son  
0 of 0 people found the following review helpful.  
Little in Size, Big in Content and Value  
By John M. LoweThis is a review of The Little Giant Encyclopedia of Card Magic Tricks (1996) by The Diagram Group. I have a pet peeve. I don't like to see the word "Encyclopedia" in the title of a conventional reference work. For example, I would expect an encyclopedia of magic to be a comprehensive tome containing articles arranged in alphabetical order on the whole panorama of magic as a performing art. This book does not live up to such an expectation. "The Little Giant Book of Card Magic Tricks" -- now there's a title that fits this

document. "Book," not "Encyclopedia," more appropriately describes the composition of the volume. "Little" describes the palm-size dimensions of the book, 5.4 x 4.3 x 1.3 inches. "Giant" describes the aggregate mass of the book, 512 pages of solidly packed content. "Card ... Tricks" describes the contents of part one of two, consisting of 83 card tricks. "Magic Tricks" describes the contents of part two of two, consisting of 66 magic tricks. Pet peeves aside, there is much to like in this Little Giant book on conjuring. There is something for everyone in this book because effects are graded from simple tricks, to moderately easy tricks, to tricks requiring skill and practice. Are you a beginning magician? You can start immediately to entertain your family and friends with Balloon Crazy, Chinese Robbery, Do As I Do, Handkerchief Cleaver, It Was a Knot but Now It's Not, Pen Through Handkerchief, and Traveling Coin. Are you a mid-level conjuror? Here are some tricks that will stretch your skills and make you the life of the party: Blow That Knot Away, Book Test, Clock Trick, Coin in the Bun, Cut and Restored Rope, Dream Come True, Impossible Release, Indestructible Balloon, Long-Distance Trick, Newspaper Prediction, Svengali Deck, Torn and Restored Newspaper, and Vanishing Knots. Are you a skilled performer looking for additions to your repertory? Here are some tricks for your consideration: Abracadabra, Card Through the Table, Cups and Balls (with a surprise finish), Double Prediction, Inner Tube, Ropes Change Length, Silver and Copper, Tipping the Balance, Two out of 52, and Upside-down Mystery. My Favorite Chapter: I especially liked Chapter 3, "Tricks Using Arranged Stacks of Cards." The card tricks in this chapter are based on the Si Stebbins System. (Si Stebbins was a vaudeville performer who kept his "stacked deck" a secret for forty years.) Here are three of the startling effects. (1) While the performer riffles through the pack, the spectator is invited to say "stop" at any time. The performer hands the larger pile created by the break-point to the spectator. Within seconds, without counting, the performer tells the spectator how many cards are in each pile -- confirmed by counting. (2) A spectator extracts a small bundle of cards from the middle of the pack, keeps the top card, and distributes the remaining cards to other onlookers. The performer proceeds to identify the first spectator's card, then identifies all the cards held by the other spectators. (3) The performer cuts the deck, then deals four poker hands face down. When the cards are turned over, all hands show a straight flush. The first hand is a five-high hearts flush. The second hand is an eight-high clubs flush, beating the first hand. The third hand is a jack-high diamonds flush, beating the first two hands. The last hand, the performer's, is a royal flush (ten, jack, queen, king, and ace of spades), beating all the others!

83 card tricks appear: key card tricks, mathematical card tricks, tricks using arranged stacks of cards, sleight of hand, and tricks using two packs of cards, as well as special cards, props, and card novelties. And 66 magic tricks --with coins, silks and handkerchiefs, string and rope, paper, mind games, and mathematical tricks. Worth the price of the book for any beginner are the 30 pages of card handling methods. 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. 512 pages (all in 2-color), 4 3/16 x 5 1/4.