

# Finger Foods!



The Unusual Close-up  
Stylings of R. T. Starke

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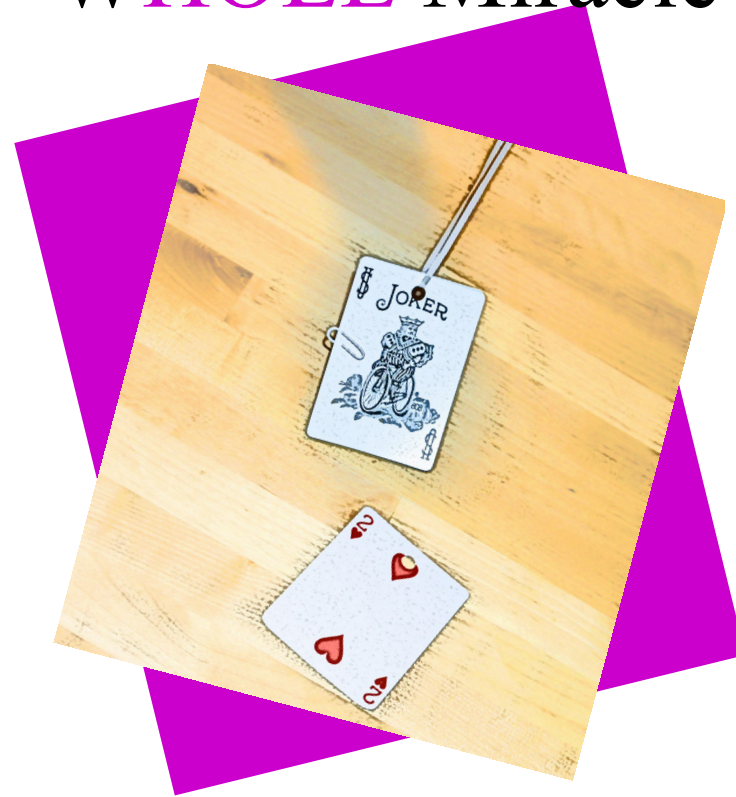
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# The WHOLE Miracle



This is a little packet trick I created some years ago and it is still a good “Test Conditions” penetration of a playing card. It could easily be adapted to business cards as well.

The performer shows three cards- for sake of discussion- two jokers, and Two of Hearts. The cards can be punched with a hole punch in front of the spectators, or they can be pre-punched, as you prefer. The Two can be signed at this point if you wish, but that is not necessary.

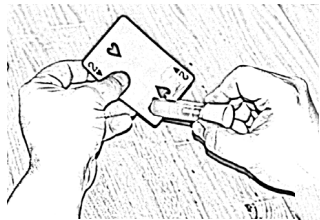
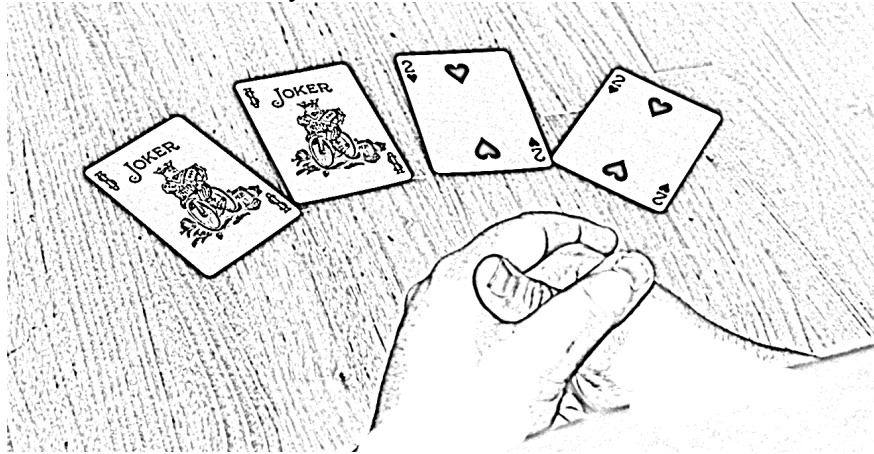
One Joker is placed face up in the hand, the face up Two is next, and then the other Joker atop these two, sandwiching the signed card between the two jokers.

Now a narrow ribbon, golden thread or similar type of string is pushed through the hole, by the spectator if you like. The spectator is asked to tie the ends together forming a loop with the three cards trapped thereon. The three cards are fairly shown, first front and then back, to be legitimately threaded on the ribbon. The top Joker is then levered open to clearly show that the Two is definitely threaded on the ribbon as well.

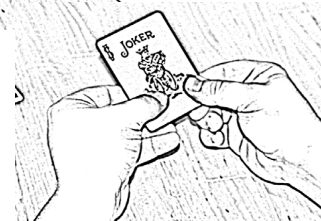
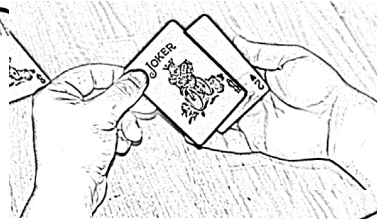
A paper clip is placed on the side of the three card packet which is now allowed to dangle from the ribbon. The performer then flicks his wrist, and the center, signed card visibly penetrates the ribbon and lands on the table. The paper clip is removed, and the two cards cleanly spread and shown to be as they were before, two jokers.

### The Gimmicks:

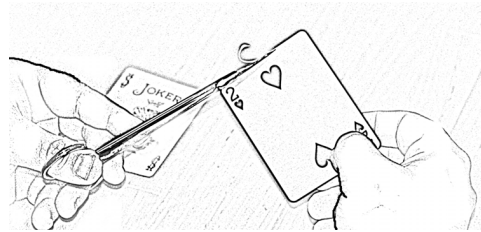
Needed, two Jokers (Or whatever two cards you want to use for the outside cards) and TWO - Two of hearts (Or whatever card you want for the penetration). The easiest thing to do is to buy a one way forcing deck, and you can make one set of outer cards that will be used many times.



Lay one of the jokers on top of one of the Two's. Attach the two cards together along the bottom third edge with glue or double faced tape.

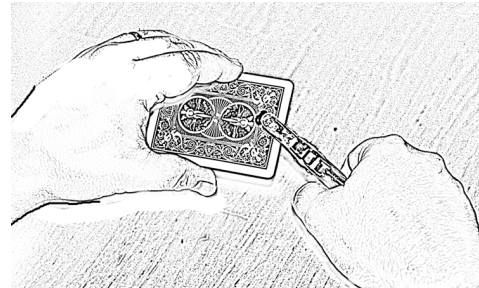


Next use a razor, Xacto knife or small scissors and trim a tiny bit off the hole edge of the single Two of Hearts.



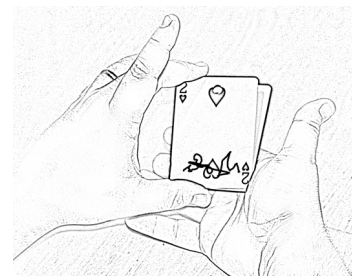
Now, stack the cards with the regular two between the gim-micked and normal jokers, and use a hole punch to punch the three cards in exactly the same spot.

Handling: Show the cards freely, concealing the fact that one of the Jokers is double.



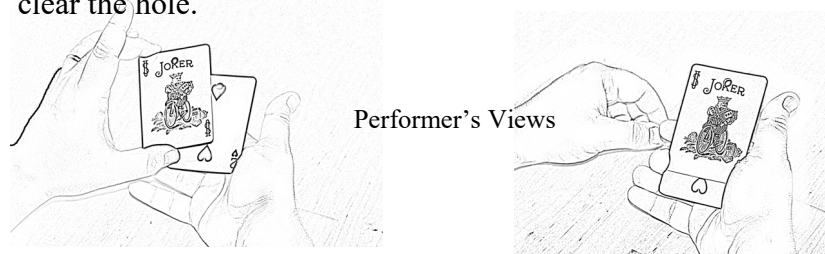
Have the Two signed by holding the card so your fingers cover the hole end, and get the spectator to sign the card along the bottom edge with a gesture.

Now, put the normal joker face up in your right hand as shown. About half the card is hidden by your hand if you were to raise it so the back was to the spectator. Place the signed Two on top of this Joker.



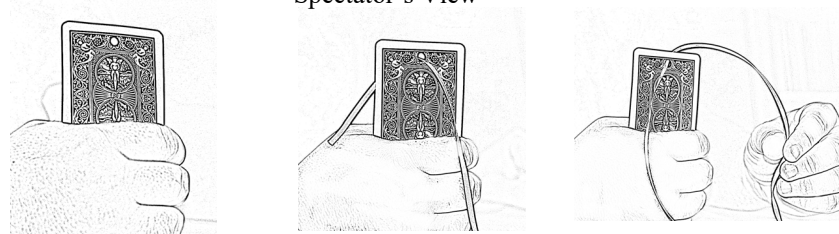
Performer's View

Now, As you bring the gimmicked joker on top of the stack, use your left thumb to slide the center Two back JUST far enough to clear the hole.



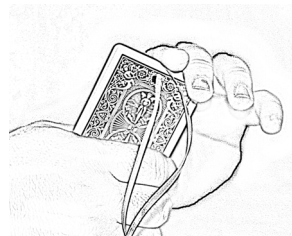
Performer's Views

You hand the spectator the ribbon or thin thread as you hold your hand so the back faces the spectator, and have them poke the ribbon through the hole. You then pull it through from the other side with your right hand, flipping it over the top edge toward the spectator. You have the spectator tie the ends together at this point.

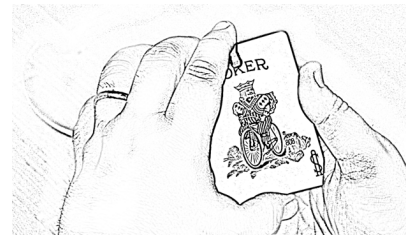


Spectator's View

Now, you square the pack up, which pushes the ribbon up as the cards line up, so it now goes up and OVER the real Two of Hearts.

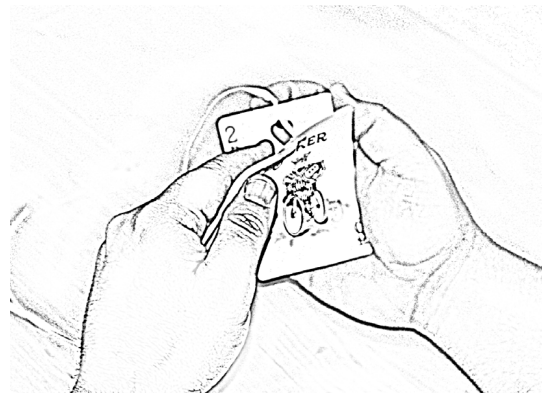
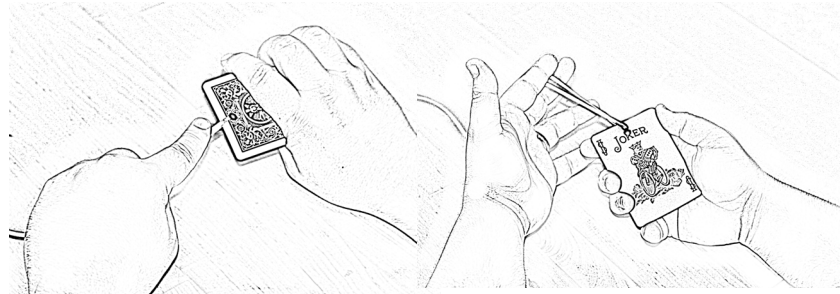


Spectator's View



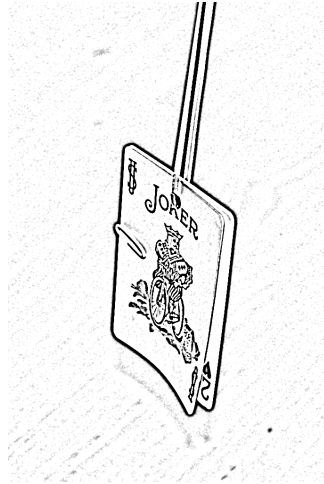
Performer's View

You now review, and slowly and cleanly show the ribbon going through the hole at back, then through the front. Lastly you tilt the packet forward, putting your right forefinger at the edge to cover any flash of the ribbon/thread and you lever open the face of the gimmick revealing the top edge of the Two of Hearts glued to the gimmick. Draw attention to the fact that the center card is definitely threaded onto the card, once they acknowledge this, pick up the pace. Take a Jumbo paper clip, and clip the cards from one side. The paper clip should be bent out a bit so it is just strong enough to hold the cards.

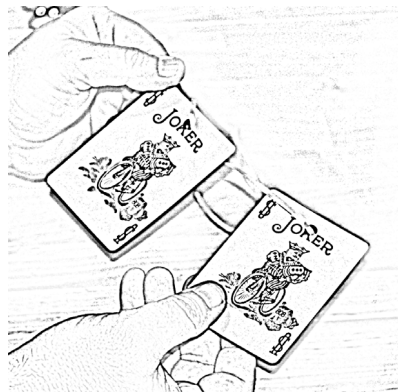
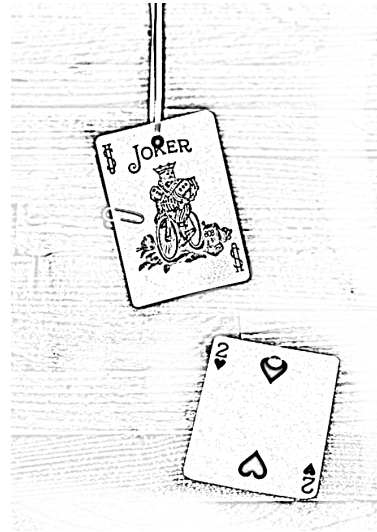


Showing Middle, Really Gimmick





Let the packet dangle, and when ready, flick the ribbon. This will force the middle card out, and all the dirty work is done!



# The U.P.C. Miracle



A startling, make-it-yourself effect which includes multiple card changes, printing effects, an entire deck change, instant transformation and comedy Crazy Card transformation.

Uses only simple sleight of hand and two special decks which you can construct yourself easily enough.

Performer shows one deck, each card has a bar code on the back.

A second deck of Blank Faced cards is shown.

Spectator freely (Yes really) selects a card from the bar code deck, and leaves it face down. A blank card is slid over the barcode to “scan” it, and the blank card is now a duplicate of the face down card!

Next, the performer takes a single blank card, and shows what happens if he scans the entire deck... The blank card becomes a Crazy Card with bits and pieces of many cards printed on it.

Lastly, the performer scans the entire bar-coded deck with the blank deck which immediately prints itself to match the bar code deck, order and all! Well, except for one card which remains blank.

That card is waved over the face card of the bar code deck, and immediately changes to match!

## The U.P.C.\* Miracle II

This little piece of close-up magic First appeared in the late 80's and won an honorable mention Linking Ring award! I hope you enjoy it!

Effect/Presentation Pattering about 'UPC' symbol, those little scan bar codes found on everything, the performer offers a demonstration of exactly how they work.

The performer opens a deck of cards and removes them. He shows that the faces are perfectly normal but on the rear of each card is a 'UPC' symbol. (Bar code)

The deck is ribbon spread face down and the performer invites a spectator to slide one of the bar coded cards out of the deck.

Another deck is brought into play. In this case the backs are normal but all the faces are blank.

"The blank cards are laser beams." explains the performer. "For each bar coded card in this deck, there is a laser beam that corresponds to it."

So saying, the performer displays one of the blank cards by turning it face up on the pack. The performer explains that it is blank because it contains no data. Flipping the card face down, the performer now slides the 'laser card' over the face down card. When the formerly blank card is turned over it is seen to have become a (for example) 'Five of Hearts.' The face down bar coded card is turned over and it is seen to be a Five of Hearts.

"You see- The "scanner" picked up the correct identity of the face down card."

"Now, the machine can easily be confused." Says the performer. To demonstrate, he takes one of the blank-face cards and places it face up in his palm. Taking the UPC bar coded deck and fanning it, he waves the fan over the blank card. In an instant, the blank card becomes a crazy card made from bits and pieces of other cards.

The performer explains, "This happened because we gave a single laser too much information to scan. If I have one laser for each piece of information, watch what happens."

The performer ribbon spreads the 'UPC' deck face up. He ribbon spreads the blank face deck next to the 'UPC' deck and as he does, each card is seen to become printed in the exact same order as the 'UPC' deck. Well, All except for one card!

The performer takes the one remaining blank card and waves it over the last card in the 'UPC' deck and the blank card instantly becomes an exact duplicate!

## *METHOD:*

Equipment needed:

1 'UPC' DECK (Described later)

1 Regular deck of contrasting color

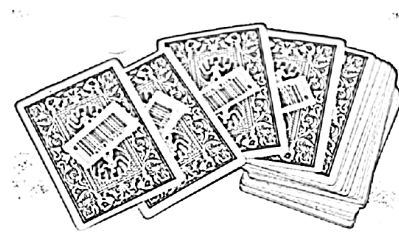
1 Blank faced card

1 "Blank Back" card (For description sake say it has a 8 of clubs on its face)

1 "Crazy Card" (Made by pasting several parts of other cards to face of another. Back design should to match 'UPC' deck.)

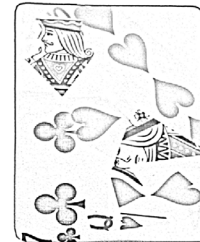
The 'UPC' deck: This is a full deck of cards, minus jokers. Each card has a 'UPC' symbol glued to its back. You may copy mine or copy one from a product HOWEVER, the symbols you copy must be void of numbers. You will type the numbers on them afterward. The numbers on the 'UPC' symbol will reveal

the identity of the card on which it is glued. The first two digits on the symbol will reveal the value (01-13 for Ace through King) and the last digit will reveal the suit (1,2,3 or 4 for clubs, hearts, spades, diamonds [CHaSeD]).



The numbers in between are of no importance. If the number on the symbol is "**05678936452784**" we then know the card is the 5 of diamonds. (The 05 indicating it to be a 5 and the 4 on the end indicating that it is a diamond. Note- The bolding here was for emphasis.)

The 'CRAZY CARD' is made with matching back to the 'UPC' deck and is coded with a double zero '00' at the beginning. Now a days, this crazy card AND the barcodes are easily made Via computer and using Photoshop,



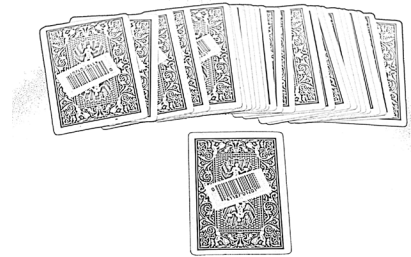
SET UP: Arrange both decks in the same order. Place the 'CRAZY CARD' face down on the top of the 'UPC' deck and place the matching card to the 'blank back' card on the bottom of the 'UPC' deck. (Let's say it is the 8 of clubs) Place the 'UPC' deck in its case and close it.

Take the normal deck and place the "blank back" card on the bottom, **BLANK SIDE EXPOSED.** (Hereinafter the blank side will be called the 'face', the rear side has the 8 of clubs on it.) Place the blank face card face down on top of the deck. Put this deck in its case.

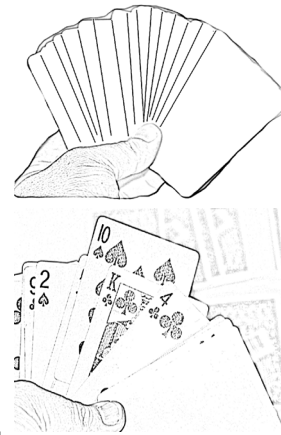
Performance in stages:

The first change: Display the 'UPC' deck. Remove it from its case and show the faces of the cards. Be careful not to flash the 'crazy card'

Ribbon spread the deck face down on the table and invite the spectator to slide out one of the cards. Tell them to leave it face down and not to look at it. You secretly note the identity of the card via the markings. For description let us say he choose the 10 of spades.



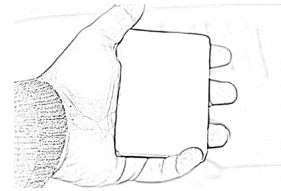
Display and remove the "scanner" deck from its case. Execute a reverse fan to make the deck appear blank when you show the audience the faces. The blank card on the face of the deck completes the illusion. If you use a large print deck, it allows you to reverse fan the deck a bit wider and makes for an even more convincing illusion.



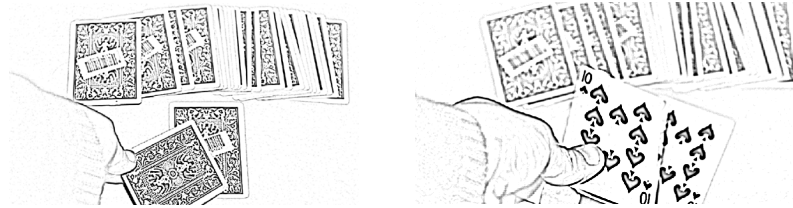
Close the fan and then re-fan it towards yourself. This time do a regular fan so you can see the faces of the cards. Be sure not to flash the printed side of the blank card. Secretly locate the card that matches the chosen card (The 10 of spades) and remove it keeping its back (the blank side) to the audience. Square the pack face down.

Place this card on the top of the face down scanner deck and square the deck.

Execute a double lift, show the face to be blank and then flip it back over. Now take the top card only and slide it over the face down card as you make a 'beep' noise.



Immediately flip the card over and use it to turn over the chosen card. Let your spectators see that they match.



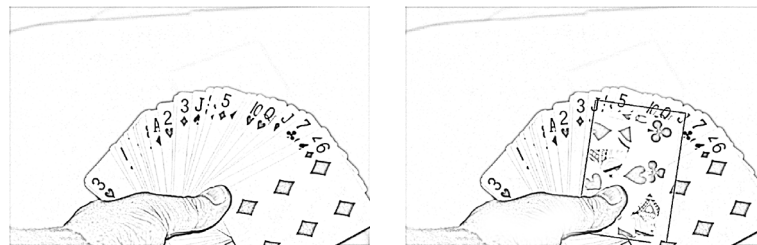
Once the effect has had time to sink in, put both cards into your pocket.

## STAGE 2

The 'CRAZY CARD' change: Set the "scanner" deck down (If you haven't already) and remove the top card (The blank face card). Place the card face up on the table.

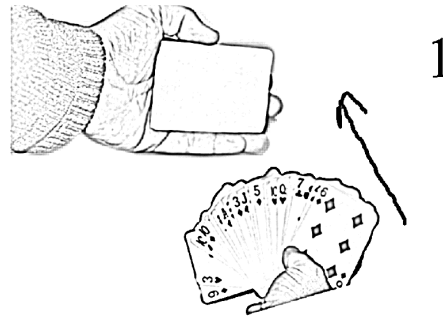
Take the 'UPC' deck and fan it face up in your right hand. Secretly manipulate the top card ('CRAZY CARD') long ways under the fan.

Take the blank face card and hold it face up in your left palm. Wave the fan over it while making a series of beeping noises. As you do this, allow the 'Crazy Card' to drop onto the blank face card.



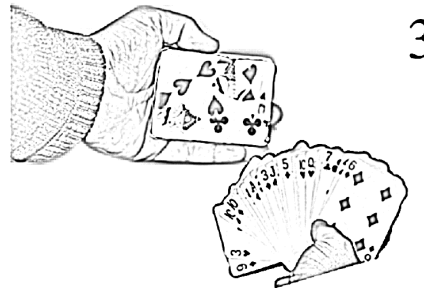
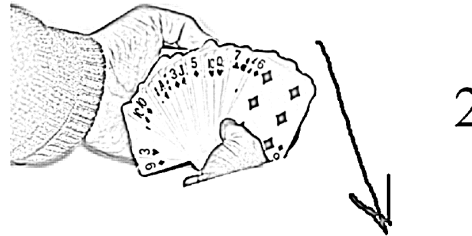


Align the two cards with the fingers of your left hand. Move the fan away and show the transformation. Pocket the two cards as one.



Note: The above moves must be done as quickly and smoothly as possible

Place these in your pocket as one.

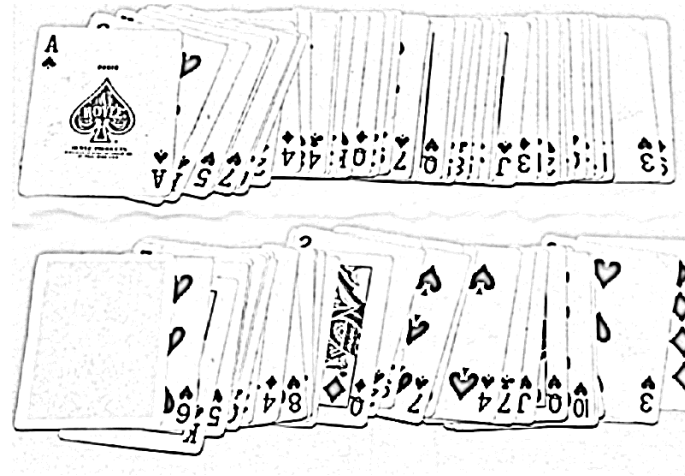


### STAGE 3

The total deck change minus one:

Take the "scanner" deck and reverse fan it once again to show it blank. With your free hand ribbon spread the 'UPC' deck face up. Square the "scanner" deck and ribbon spread it face up next to the 'UPC' deck. Make numerous beeping noises. To the audience it appears as if you have visibly printed the whole deck. Because of matching order they are identical.

The only one not printed will be the top card, the blank back card. Remember that the printed side of this card should match the last card in the 'UPC' deck.



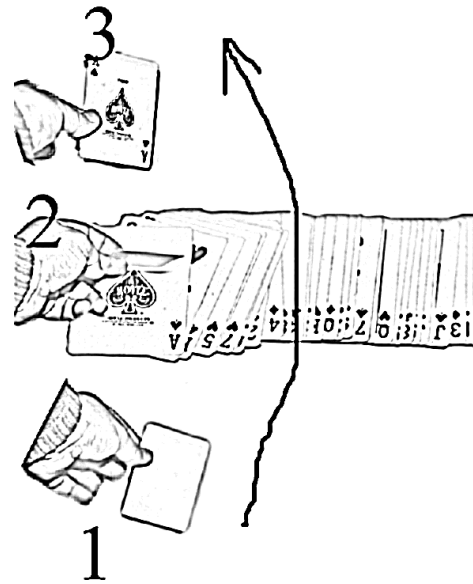
### STAGE 3 1/2

The instant transformation:

Slide the top card off the 'UPC' deck and leave it face up on the table.

Take the "blank back" card and hold it in your right finger tips with the blank side showing.

Make a quick jerky flipping movement toward the tabled card and flip the "blank back" card over so the face



shows. If done quickly it should look as if the card instantly changed.

The last change can be accented with a flash cube or fingertip flash pot.

Pick up the two cards and put them in your pocket. Let the audience examine the decks.

Possible Patter:

"I am sure you have noticed how nearly everything is marked with a 'UPC' code today. You may not even know what exactly a 'UPC' code is but I'm sure you've seen them. (Display 'UPC' deck) Even my deck of cards is marked with them. Yes, Those little lines are 'UPC' symbols. I'm sure you know about the neat little machines they have to read them. The machines have laser beams in them that scan the code and tell the store owner what they need to know about the product.

Let me show you exactly how this works. (Ribbon spread deck face down.) Please slide one of the cards out and leave it flat on the table.

In order to use the code we need a "scanner". This is my "scanner" it has all blank cards. (Display "scanner" deck) The backs however, are normal. Each code has a single laser beam that matches it. All we have to do is find that laser beam. ( Remove matching card and place it on top)

Right now it contains no DATA and is blank. (Double flip) All I have to do is rub it over the code and 'BEEP!' it picks up certain information. (Flip cards to show match) As you can see it has picked up the information it needed to know.

You may think that I have to worry about being replaced however this is not true. The machine can be easily confused; I'll put

one laser beam here in my hand and watch what happens when I wave the coded deck over it. Beeeepety beep beeeep beeeep!  
(Display 'crazy card')

You see, The "scanner" is easily confused. The problem is you need one laser beam for each card to be scanned.

Now (Ribbon spread 'UPC' deck) if I match one laser for each card being scanned, everything will work out fine. (Ribbon spread "scanner" deck) BEEEEEEEP!!! You see now how the "scanner" read the deck perfectly, well almost. All except for the last card the 8 of clubs. Watch! (Do instant change)

Well, That's modern science for you.....Pick a card, any card!

ENJOY!

# Nailed And Screwed

While performing close-up, the performer displays a rather out of place object. He withdraws a small hunk of wood from his pocket. It measures about 2" square and an inch thick.

In order to avoid damaging the table, the performer sets a deck of cards on the table and places the block on top of it. He displays a short nail, and a small hammer.

The performer proceeds to hammer the nail into the block of wood, about 3/4 of an inch or so deep.

The performer picks up the block of wood, and places it in his right palm. He has everyone look intently at the head of the nail. He places his thumb over the head for a moment, and when he removes it, a Philips head' style 'X' has appeared. Setting the block back upon the deck, everyone can see that the nail has become a screw! The performer now uses a small screwdriver to remove the screw and tosses it out to the audience.

## METHOD:

Needed: A block of soft wood, as described. A short, flathead nail. (You may have to cut and re-sharpen a nail to get one the right length) An extra nail head or thin metal disk. A HARDENED DRY WALL SCREW! A duplicate block of wood with a SINGLE screw hole in one side. A hammer, screwdriver and a special deck of cards.

The deck of cards is prepared by cutting the centers out of every card in the deck EXCEPT the bottom one. The deck should be of the type which has a circular design on the back, and the cut-out on the top card should follow the design.

A small "trap door" is made by having the circular cut-out from another card UNDER the top card. A small piece of "sponge ball" foam holds it in place.

To prepare, screw the screw into the block so only a half inch protrudes. Cover the screw head with the extra nail head. A bit of wax does the job. And this is the method I used most of the time. I also had a magnetic screw in the beginning. Losing said screw was the necessity which made me start using the wax. I just never made a new magnetic screw.

When you display the block, (screw-side down) keep the screw between your fingers and hidden. When you set it on the deck, (To cushion the hammer blows) the screw sinks into the trap. You will have to hold it down with a finger until you start hammering.

Hammer the nail into the block of wood. (A word of caution: PRE-DRILL the screw hole, and use very soft wood. Otherwise you run the very real risk of splitting the wood!)

Now, pick the block up with your left hand, and as you transfer it to the right hand, allow it to flip over. Hold the block so everyone

is looking down at the nail head (Really the screw head with fake nail head attached.) from the top.

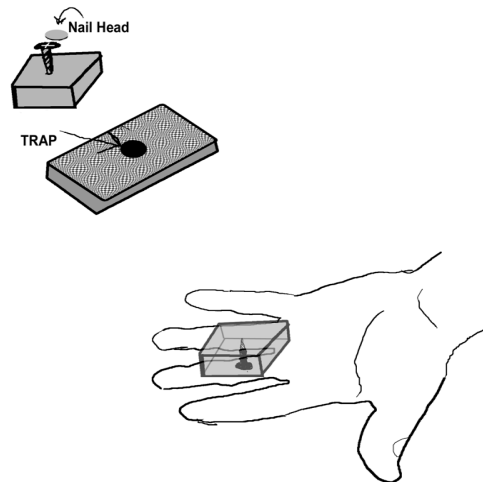
Use your thumb as described to remove the false nail head and palm it aside. Set the block back down on the deck so the nail sinks inside the small trap.

I became good at sliding the metal disc off, and sticking it to the fingernail of my middle finger so I could open my hand out flat at the end while everyone was burning my hands and the screw.

Get the screwdriver out of your pocket, and ditch the disk.

Use the screwdriver to remove the screw. After you toss the screw out, drop your hand into your lap and steal the duplicate block of wood. Pick the deck and block up as one, tilt the deck away from the spectator. Bring your other hand up to apparently 'catch' the block as it slides off the deck, in reality performing a sort of 'shuttle pass'. You toss the examinable block to the spectators, and your other hand drops the deck (with original block concealed) into your pocket.

ENJOY!



# Molecules Of Matter



The performer displays a deck of cards. A card is selected by a spectator, who is asked to remember its identity. The card is genuinely buried in the deck.

A Joker is brought forth and pushed lengthwise, into the deck. The face-down Joker can be seen sticking out of each edge of the face-down deck.

A stapler is displayed and placed on top of the entire deck. The spectator is asked to give it a good sharp blow, which he does.

The performer explains that although the deck of cards seems to be solid, it is made up of billions of fluid molecules. As such, it is possible for the molecules of the staple, and cards, to travel through each other.

The Joker is grasped between two fingers and raised, taking the top half of the deck with it. The hand is tilted back allowing the cards to slide off the Joker at the same time revealing that the Joker now has a card stapled to its face...The card is, of course, the selected card.

The Joker is torn off the selected card leaving a hole in the Joker's rear. BOTH CARDS MAY BE HANDED OUT!

## **The Fulves, Dayton, Montalbano Stapled Card AKA Molecules Of Matter**

The following effect, as it was described to me, was issued as a challenge from Karl Fulves to Ron Dayton. Ron came up with a very clever, gimmicked card method, and passed it along to me.

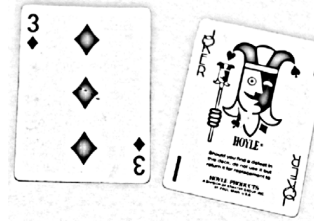
Being one who can never let the gauntlet lie where it falls, I continued with the original effect and developed my own, NON-Gimmicked version. I happily share it with you now.

## METHOD:

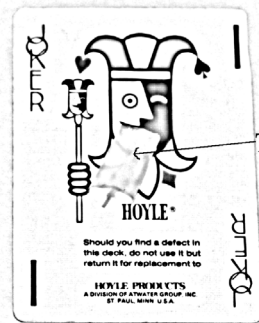
Remove a duplicate of any card from an extra deck. Let's say the 3 of diamonds. Place the Joker over it, lengthwise, and staple them together. (Note, the Joker is on top and both should be face down.)



Now, tear the Joker off the duplicate card, leaving staple in the 3 and hole in joker.



Bury the stapled three of diamonds in the deck and put the regular 3 of diamonds on the bottom of the deck.



One last thing to prepare: Make a tape loop, sticky side out, and stick it on the face of the Joker. The loop should cover the little tear. Place this in an empty card case so it won't stick to anything.

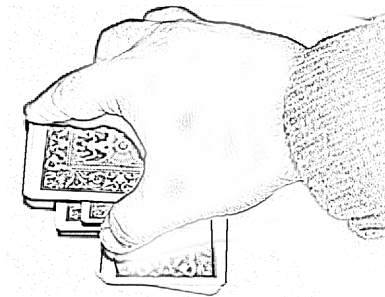
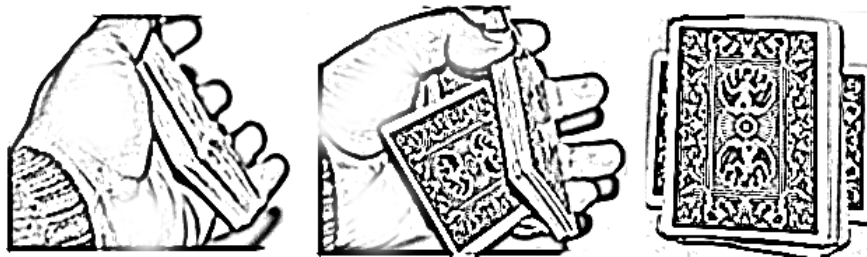
In Performance:

Force the bottom card via a fan force.

Next, bury that card in the deck and locate the stapled card. The locating is easy because of the staple.

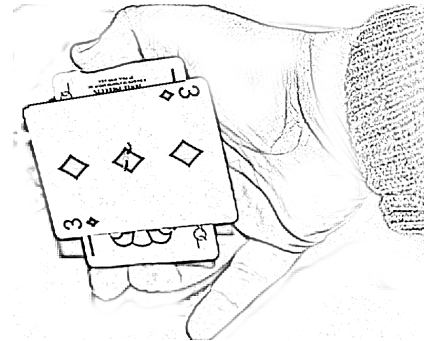
Obtain the Joker, keeping a finger over the tape and hole.

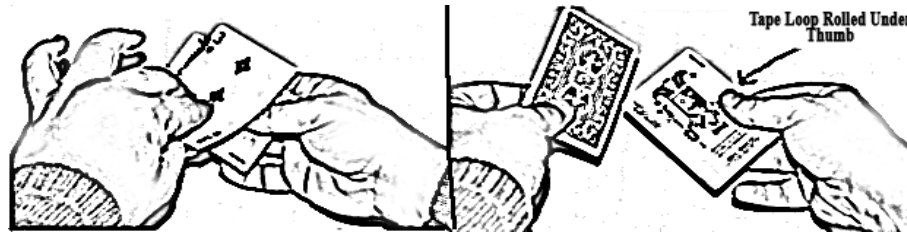
Stick the Joker, lengthwise, into the pack, OVER the stapled card.



Do the stapler bit as described and then grasp the Joker by the exposed edge, raising the top half of the deck. Allow the cards to fall off as you turn your hand and display the face of the card.

Next you will appear to tear the cards apart. Toss the chosen card toward the spectator and secretly peel the tape of the Joker, tossing it out as well.





You have just performed a simple miracle.

Something to keep in mind is that the force card should be a spot card with nothing in its center. This way the staple will be highly VISIBLE.

Another variation would be to use your business card in place of the Joker. In this way it would make a unique keepsake, and ruin a lot less decks of cards.

ENJOY!

# 1..2..3

# ZAP

The effect: A card is selected by a spectator, lost in the deck, and the deck placed in the case. The spectator takes a length of ribbon and stretches it out on the table, flat between his or her hands.

The performer places the case on top of the middle of the ribbon and says “ 1..2..3..ZAP!” and he pulls the ribbon out from under the case. The spectator’s selected card is now seen to have penetrated the case, AND the ribbon. It now sports two slits which the ribbon is threaded through.

The card is slid off the ribbon, and can be relatively freely shown to have no tears or other way the card could have been threaded onto the ribbon while the spectator was holding the ends... Never mind having penetrated the case.

Intro: Ok... to give you a little background on this effect and put it into perspective... When I was about 14 (So as of this writing 26 years ago) I put this little ditty together, and sold it via a small ad in MUM magazine. It made enough money to encourage a 14 year old, and people seemed to like it.

Now, this many years later, I find the title silly, the basic premise REALLY contrived and so forth... so why am I including this in this little collection of off-beat close-up routines? Simple... I think 1..2..3..zap is a versatile idea and a simple gimmick. What it is shouting out for now is a new routine and reason to do it- Since this is finger FOODS, I thought I would include at least one item as food for thought.

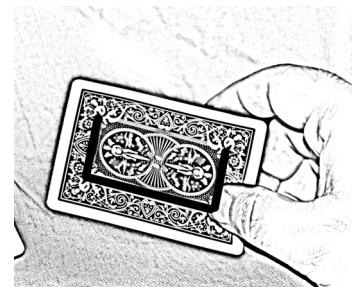
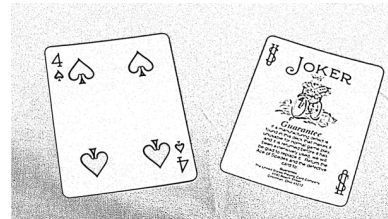
Recently, I have thought... wouldn't it be neat to do this with TAROT cards. Instead of the card box, use a nice cloth bag. Instead of a ribbon, use a rough piece of cord. Force (yep- uses a force) the Hanged Man. Do a mini séance while talking about a man who had been wrongfully hanged.... At the right moment, there is a loud noise, a flash, the rope is pulled out and now the hanged man is threaded on the cord! WOW!

But I am getting ahead of myself.

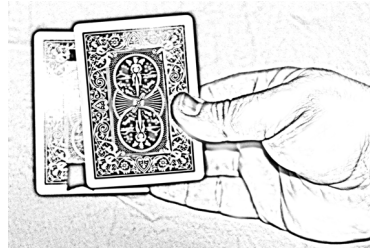
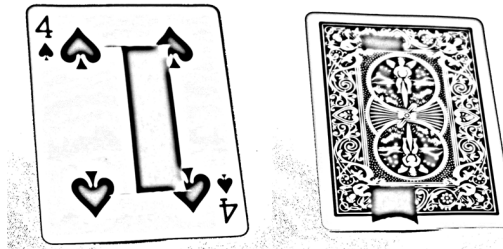
Prep- Decide what card you want to force. We'll say 4 of spades.

You will need a duplicate of the force card, an extra card that will be cannibalized, and a few bits and pieces such as: Tape, a sharp knife (Assuming you are over 18, and a responsible enough adult that if you cut yourself prepping this trick you won't try to sue ME.), glue of some sort. You also need a half inch or so wide, flat satin ribbon or your favorite color- a 2 foot length for the trick, and a bit extra for the gimmick.

Take the extra card, and cut a door in the back, as shown. DO NOT bend it open, it should be allowed to stay laying flat and the "Hinge" side should NOT be creased.

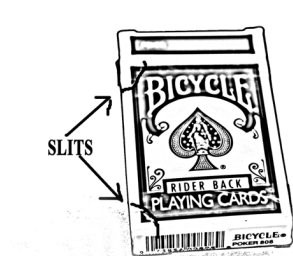
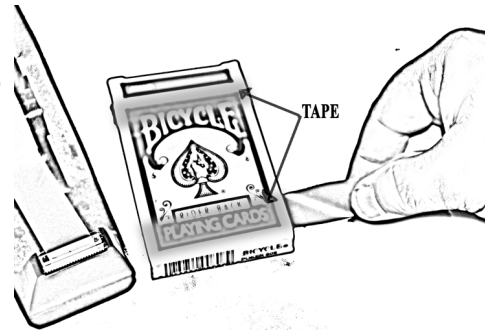


Take the 4 of spades and cut two slits in it as shown. Thread the extra bit of ribbon through the slits, and lightly glue the ends down.



Now, glue the 4 to the extra card, around the edges, so the little door can be opened and closed.

Take the card case and wrap it with clear tape around the top and bottom edge. This is merely to act as reinforcement. I suggest you use "Magic Tape" so it doesn't show.



Then cut two slits, as shown, sort of like photo corner mounts used in old photo albums. (For those who remember photo albums that were NOT digital.)

Stick the gimmick into those corners as shown, and we are ready to go. The opening of the little trap door should FACE the corner slits, and when you

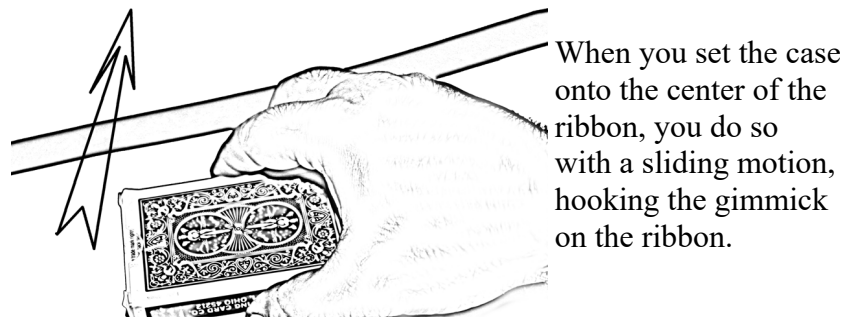


hold the case, the slits and opening should be OPPOSITE the edge of the case where your thumb is.

Obviously, when you handle the case, you keep the gimmick underneath and hidden from view. In performance you force the 4 of spades and bury it in the deck. Next encase the deck.

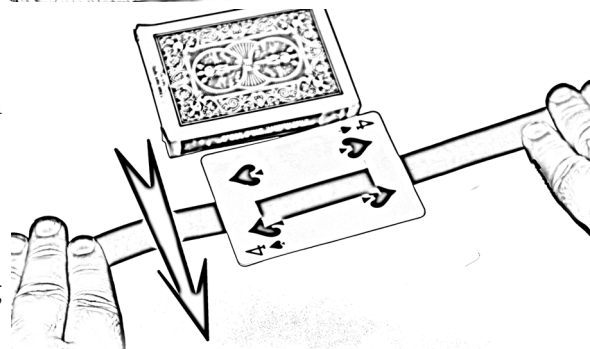
Have the spectator stretch the ribbon out, FLAT on the table or close-up mat, and pin down the ends.

While you are telling them to do this and pointing out how the ends are trapped etc... use the first finger of your free hand to pull open tee little trap door a bit. It needs to stay just slightly open.

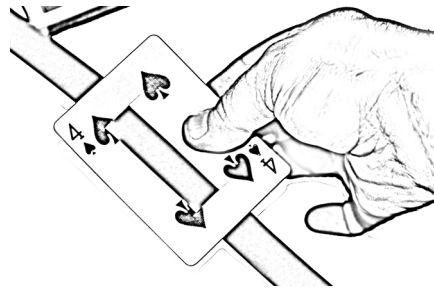


When you set the case onto the center of the ribbon, you do so with a sliding motion, hooking the gimmick on the ribbon.

When you pull the ribbon out you pull it TOWARD yourself. Let them see their chosen card (The gimmick) hanging from the ribbon for a moment.

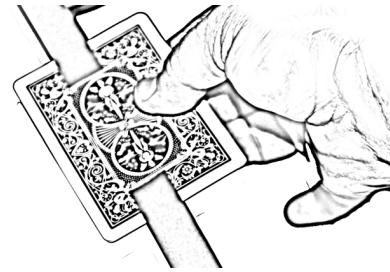






Then, grasp the gimmick pinching the door shut so you can flip it over and show the front and back.

If you want to, you can pull the ribbon out. Simply slide the piece out of the front of the card and palm it away. Hold the gimmick BACK side up, and visible pull the long ribbon out of the gimmick, then flip the card over and show how the face has no tears, only the two slits where the ribbon was threaded through.



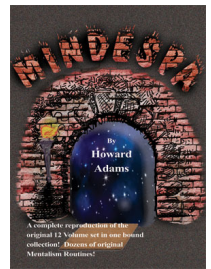
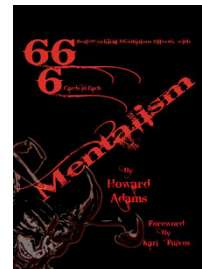
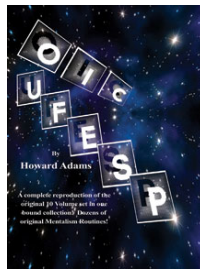
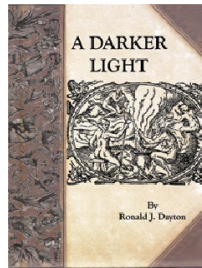
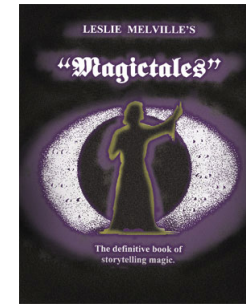
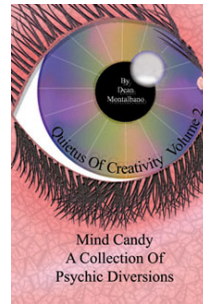
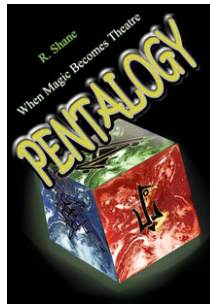
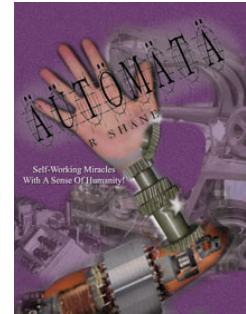
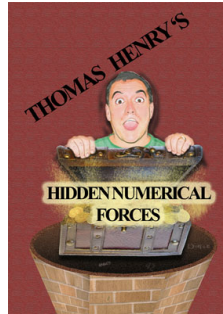
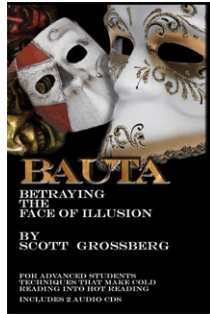
Simple!

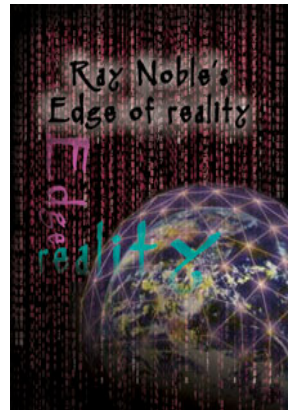
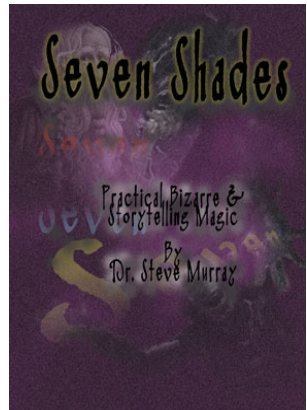
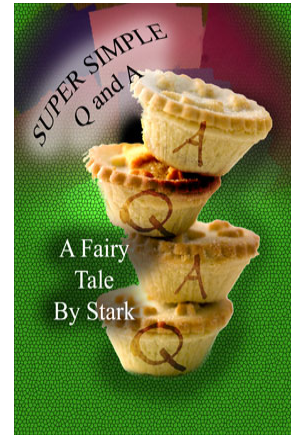
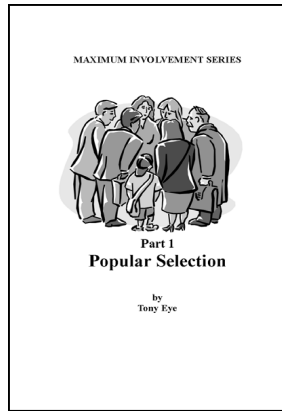
Now, for the Tarot Card variation, I did a few things when I played with that idea. I used a little cloth stripe sewn to the outside of the bag for the slits to hold the card. I also attached gimmick similar to the one described, made from an extra piece of card, Via Wax to the back of the duplicate card.

Now, I could not show the back, but when I pulled the cord out, the card was now something I could hand out to the spectator since I could remove the entire gimmick from the card.

ENJOY!

Some Other Titles From LeapingLizardsMagic.com





Off Beat Easy to do close-up collection. Five classic effects from the mind of R. T. Starke!

The Whole Miracle: A card is selected, signed and sandwiched between two jokers. All three cards have holes punched through them and a ribbon is fairly threaded through the holes. All three cards are cleanly and clearly shown to be threaded on the ribbon, The cards are clipped together and seen to dangle from the ribbon. A Flick of the wrist and the signed, selected center card penetrates the ribbon without damage! The card can be given out as a souvenir!

Nailed And Screwed: Here's an unusual effect- A small block of wood is displayed. There is a small hole drilled in the center. The performer takes a hammer, and short nail, which may be examined, and nails the nail into the block of wood. The performer then has everyone concentrate on the head of the nail. He wipes it with his thumb and the nail head suddenly changes in to a SCREW HEAD.... The performer then uses a small phillips head screwdriver to remove the (Nail transformed into a ) screw from the wood! Great lead in for other effects.

UPC Miracle: Winner of a Linking Ring Award! A deck of cards, each with a bar code on the back, is used to cause a blank deck to: first print a freely selected card, unknown to both performer and spectator; then to cause the entire blank deck to become printed in the exact same order as the Bar Coded Deck; lastly a "glitch" in the system causes one of the cards to get printed in a crazy fashion combining cards from the entire deck into one. A complete card "act" that can play several minutes. No difficult sleights, but it WILL take some setup and practice.

Stapled Card Mystery: Similar to an old marketed effect, but using not gimmicks and no where near as expensive. Performer has spectator select a card which is shuffled into the deck. The Joker is shown and slide sideways into the deck so it forms an X shape. A Stapler is set atop the deck, and then slammed down. Performer grabs sideways Joker and lifts top half a deck. A tilt reveals that a card is now STAPLED to the joker. The card is of course the selected card. The joker and selected card are taken apart by tearing the joker off, all is now clean and can be handed out!

1..2...3...ZAP! A Selected card penetrates the card box, and ends up threaded on the middle of a ribbon held tight by a spectator. Also includes a bizarre version with Tarot Cards!

Items are all simply explained with illustrations, easy to make gimmicks, very basic sleights and subtleties! Focus on developing your presentation!