

## MARVIN'S MAGIC SVENGALI CARDS

### SECRET

The Svengali Magic Cards consist of 48 cards – twenty-four ordinary cards (all different) and twenty-four duplicate cards (all the same). To assemble the pack, first remove any extra cards such as Jokers. Carefully alternate a duplicate card with an ordinary card throughout the pack. If the first card placed on the table is a duplicate, the last face up card will be an ordinary card.

The Svengali pack can be shown to consist of all different cards by riffling the pack in one direction. However, when the cards are riffled in the opposite direction, without showing the face, any card stopped at will be one of the duplicate cards. The special secret of this Svengali Pack is that all the duplicate cards are slightly shorter than the other cards. This gives endless possibilities for tricks because when you riffle through the pack only every other card is shown. It is, of course, important that the audience is not aware of the twenty-four duplicate cards, which is why the face card should be an indifferent card when showing the pack to be

### HANDLING THE SVENGALI PACK

It is advisable that you ensure that all the duplicate cards are at the same level. Hold the cards by the long edges and then gently tap the pack on its narrow edge on the table.

Now change your grip so that the cards are held lengthways, with the thumb at the top and the two middle fingers at the other end, with the first finger pressing on the back of the cards. You can then slowly flick through the cards, showing them all different, as they will all drop in pairs into your other hand, always hiding the duplicate cards. Before cutting the cards, always ensure that they are level. You will then always be able to cut to an indifferent card, providing the cards are lifted by their narrow edges. The next face-down card will, of course, be one of the duplicate cards.

### PERFORMING WITH MARVIN'S MAGIC SVENGALI CARDS

Once you have mastered the handling of these cards, you will be able to create numerous presentations of your own. To get you started, here are twenty great effects:

## 1. FINDING A SELECTED CARD

Riffle through the cards and ask someone to call &ldquo;stop&rdquo;. The face-down card at that point will be one of the duplicate cards (which you already know) and you can then reveal this dramatically!

## 2. IDENTICAL THOUGHTS

Simply repeat the &lsquo;riffle and stop&rsquo; procedure for two or more spectators. Each will look at, and think of, one of the duplicate cards which of course are identical!

## 3. BOX REVELATION

A chosen (duplicate) card replaced in the pack will seem to vanish when the cards are riffled, only to reappear inside the box. You have, of course, secretly left an identical card in the box before the show!

## 4. TOP OF THE PACK

The chosen (duplicate) card is pushed anywhere into the centre of the pack. A &lsquo;magical&rsquo; tap on the pack makes the card appear as the top card!

## 5. CARD CHANGE

You apparently lift the top card but since this is a short duplicate you will automatically pick up two cards. By slightly bending these, it will look as if you are only holding one single card. Replace the cards on top of the pack and slide the top card onto someone&rsquo;s hand. When they turn this over it has mysteriously changed to another hand.

## 6. ANY NUMBER IN THE PACK

Have a card chosen (the duplicate) and replaced in the pack which is cut two or three times. Spread the cards face-down and have a number chosen. If an even number is called, count to that position and one of the duplicate cards will be found. If an odd number is called, count to that number and the next card will be the chosen card!

## 7. CUT TO THE CHOSEN CARD

Have the spectator cut the pack. The card turned up should be one of the duplicate cards. If not, the duplicate card will be the next

face-down card!

## 8. A CHOSEN CARD REVERSES ITSELF IN THE PACK

Secretly reverse one of the duplicates at the bottom of the pack before the effect has started. Have another (duplicate) card chosen and returned to the pack. By cutting the pack and spreading it on the table, the reversed card will be seen!

## 9. A CHOSEN CARD IS GUESSED BY ANOTHER SPECTATOR

Secretly instruct a friend before the show which card to call out when asked!

## 10. THE PREDICTION

Write the name of the duplicate card on a piece of paper and seal it in an envelope. When the (duplicate) card has been chosen your prediction will be 100% correct!

## 11. STAB IT

After a card (the duplicate) has been chosen, the pack is wrapped in a paper napkin. The spectator is requested to push a knife through the paper between the cards. The card beneath the knife will be the chosen one and the cards above and below it can be shown to be indifferent. Be especially careful!

## 12. A LOTTERY PREDICTION!

Predict that a chosen card will appear at the correct position in the pack of the first ball to be drawn in next week's lottery! If it is an odd number, count from the top of the pack and turn the card over. If it is even, turn over the next card. (Please note this will work for any number between 1 and 47).

## 13. FINDING A CHOSEN CARD BY TOUCH!

Have a card chosen (the duplicate) and returned to the pack. Drape a handkerchief over the pack and you will still find it easy to cut the 'chosen' card through the handkerchief!

## 14. SPIRIT WRITING

Before the show, write the number and suit of the duplicate card onto your bare arm with a piece of sharpened soap. Roll down your sleeve and you are ready to perform a sensational effect. After the (duplicate) card has been chosen and announced, roll up your sleeve and rub some ash into your arm and the card will appear as by magic!

## 15. A COMEDY EFFECT

Have someone push their finger into the pack whilst it is being riffled. Ask them to look at the card beneath their finger and it will, of course, be the duplicate. On repeating this effect - ask them not to point to the same card but they always will!

## 16. OUT OF THE BAG

A card is selected and replaced in the pack which is shuffled. Place the cards into a paper bag, tap the bottom of the bag and the chosen card jumps out! The card is of course one of the duplicates. You should place the pack into the bag on one side of the crease at the bottom. The top card (the duplicate) is placed on the other side of the crease. By holding the pack tightly through the paper bag, only the 'chosen' card will jump out!

## 17. THE TORN AND RESTORED CARD

Lift the two top cards as one. Show the face of the card (the duplicate) and return it to the top of the pack. Lift the top cards only (this is a different card) and, without showing its face, tear it into pieces and place it into your pocket. Wiggle your fingers over the top of the pack and the chosen card has mysteriously restored itself and is back on the top of the pack!

## 18. THE MISSING CARD

A card is chosen (the duplicate) and placed into a spectator's pocket without revealing its identity. Look through the pack and reveal the missing card by apparently 'memorising' the rest of the pack!

## 19. KEY LOCATION

A card is selected (the duplicate) and returned to the pack. Cut the pack into six or seven piles and have someone select one of these by placing a key on top of it. The other piles are picked up and removed. Show that the card under the key is the chosen one!

## 20. THE CARD IN THE CAKE!

Before the show, place one of the duplicate cards into the base of a cake. When a card is 'chosen' by a spectator it can be made to vanish by riffling the pack as described in effect no. 1. The cake is then cut and the duplicate card is revealed!

REMEMBER &ndash; ALWAYS RESET YOUR SVENGALI PACK AFTER EACH SHOW

## Demo