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The royal road to card magic pdf download

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ISBN: 978-0-486-15668-2 Chapter 1The Overhand Shuffle, IT is our intention to show the main road for paper magic, and the first stage of our trip is provide instructions for using the overhand reorganization and explain The various purposes that serves anyone playing cards has learned to perform marinar random reproduction. This is a simple operation, but it is the first Stepa and a very important oneÁ ç on the road to mastery of paper magic. It is essential that you master this first step before continuing your journey, and for this reason we invite you to learn the various reorders and perform so many fine tricks that they make it possible before moving to the other sections.Each managing chapr this book, with the exception of the last, leads to what follows and completes the one that preceded. Resisting the impulse to learn everything at once, but with the practice every step, as you go, yes, with a speed that you will amaze you, soon have traveled the whole road; When in the end, in this way that you have reached its end, you will be a prestium by far the most competent of will be the most impatient reader.with this last word of caution, which now starts on your Journey.Position Nice package in Handsit is essential that the cards can be manipulated in an orderly and accurate way, and the first requirement to the acquisition This execution cleaning is the position of the package in hands.1. Hold the left hand closed, with the palm upwards, and place the package in it, down the face, so that the third phalanx of the index finger is bent against the left external angle. The medium and annular fingers, slightly bent, rest against the face of the background paper; The finger curls in the interior so that its side remains against the internal end, and the remains thumbs on the first paper, its tip near the center of the End.The external package desire low slope towards an angle of about forty-five left degrees , His lower side of rest along the palm of the hand. In this position the package can be grasped, as in a caliper, between the index and the little finger by pressing them against opposite extremities (Fig. 1) .This position of the package gives a perfect control of the cards and must be strictly joined to. The handle must be open light; In fact, the lightweight touch possible, compatibly with safety, must be cultivated by the Outset.Execution of the sailor Shuffle1. Holding the package as described above, seize the lower half with the right hand between the upper phalanx of the thumb, at the center of the internal end, and the first phalanges of the middle and ring fingers at the center of the external end. Fold the index finger lightly on the upper side of the bridge, leaving the little finger remain free.2. Lift the low upward package to free up the other portion of the package, then put down to the other cards to its side Touch the left palm. Press the left thumb against the first paper of this package and simultaneously raise the right hand so that the paper, or cards, pulled out of the upper eft inch package fall in the left hand.3. Repeat this action until all the cards held by the right hand were mixed on those kept by the left hand. Pacca the upper side of the bridge with the right hand fingers to square the cards. Since the Shuffle Overhand is generally repeated, this action is absolutely essential for clean execution. To make this shuffle does not look at your hands and cards. Practicing this from the beginning and therefore forms the habit, which is an essential factor in the following maneuvers and are performed under the cover of the action of this shuffle. The speed in which the shuffle is performed should be the same as that used by that used by any card player, nor too fast nor too slow, and time should still be one for illustrative. Overwhelming the excessive shufflecontrolling key of the upper paper1. Holding the bridge as explained, lift it with the right hand, and with the left thumb the main map is only in the first movement of the shuffle. Without the minimum pause or hesitation mix the other cards on this until the shuffle has been completed. The main card is now at the bottom of the package.2. Take the whole package again and repeat the shuffle you just did until the last card, we know was the originally top paper. Drop This card on top of everyone else in the last movement of the shuffle. After some tests you will discover that this last card will cling to the thumb and fingers without any conscious effort on your part. In this game, as well as in others to follow, the action must become automatic so you can watch, talk to and all your attention to your audience. Only in this way can you convince the spectators that shuffle is genuine, and you should never forget that it is at this point of departure that the illusion starts or is destroyed. If you fix yourself to your hands while mixing, the suspicion will be inevitably aroused, and if a spectator suspects you have "done something" the illusion of your magic has gone. Inserted this shuffle and those that follow, it's a good plan to turn the top paper face upwards so that in the end you can see at a glance if you have made it correctly. Check the lower card1. Lift the lower half of the package to start the shuffle, and so as to do slightly on the bottom tab with the left and downtown finger suggestions, holding it back and then adding it to the bottom of the remaining package to the left hand.2. Shuffle off the remaining cards in the right hand and repeat the action if desired. Nothing could be simpler than this control, and the detection is precious because of its facility and its naturalness. Playing the upper and lower cards in position1. Grip the entire package with the right hand to start the shuffle, at the same time pressing lightly on the upper tab with the left thumb and on the bottom card (figure 2), with the central fingers and left ring that keep them all the cards except these Two are lifted transparent, the main card that falls on the lower paper. Continue the shuffle, without pause, up to completion.2. Pat the upper side of the square of the bridge and repeat the moves exactly as before lifting all but the upper and lower papers, then mix up to the last card of those kept in the right hand, the paper originally up and fall back to the top of the top .We careful not to pull the cards abruptly in the first movement of the shuffle, making the cards upper and the ones below a "click." Use a light touch. Note that placing two cards known at the bottom and a third top, all three cards can be controlled by this precious artifice. Practice In this way until you can't do it with ease and certainty. Top card next to bottom and return to the top1. Lift the package for the shuffle, maintaining the upper and lower cards in the left hand as in the previous prisher. Mix the cards in the right hand on the two cards in the left hand without hesitation. The card originally up Top is now next to the lower card.2. Take the package again, keeping the upper and lower cards in the left hand. Mix the cards in the right hand on the two on the left, allowing the fall of the paper at the bottom, thus returning the highest card to its original position. You want to find that this detection is useful for showing that a chosen card that you are checking is not nor to top nor to the bottom of the package. The magical language of the runina, this term means that it pulls out of the cards one by one from the right hand package with the help of the left thumb during the shuffle. To make the ride, press the left thumb on the back of the top paper right of the right package on the right while keeping this package of the latter only strictly enough to allow a card to escape only. It is very important that the single cards are extracted at the same time as the rest of the shuffle, so that there will be no hesitation at the beginning of the shuffle or its end. A few minutes of practice with the cards that are good the condition will prove how easy the Sleight is, yet it is one of the most useful in the card of the paper man. The ingopegetto is applied to the subterfuge to cause a card to design about a quarter inch from the interior end of the bridge. It is one of the most ancient tricks of magic, being in use for three centuries and a half. It was mentioned for the first time in the Scott disco of witchcraft, published in 1584. The action of jogging a card is simple. In the shuffle tuse, when a paper must be jogged, move the right hand to the body slightly, extracts a card with the left thumb, then move the hand to its previous position and continue the shuffle in the usual way. The card so jogged should rest on the tip of the small finger, which allows you to know, from the sense of touch alone, that the paper is in the correct position (fig. 3). It is advisable at the beginning to make the paper dirty half inch and, in mixing the remaining cards from the right hand, to make them appear irregularly so that the protruding paper is covered and hidden. With practice, paper jogging can be reduced to about a quarter of an inch. Even in this case it is more important than there is no alteration over time. The paper must be jogging and the shuffle continued without the minimum hesitation. The subsoil is used to carry the cards directly under a jogged card at the top of the package, as follows: a card has been jogged and the shuffle completed, carries the right hand upwards from a position a little to the under the left hand, so that the point of the thumbs hit the face of the jogged paper, lifting it and the cards above it slightly; Then move the right hand to the outside with the lower package, the thumbnail scraping against the jogging paper face while the central and ring fingers close up on the external end of the package. Lift the clear package and throw it on the top of the deck. This action carries the jogg card at the bottom and the paper directly under it at the top of the top of the package. To undercharge to a jogged card it is a very simple action if the right thumb hits upwards, not inward (fig. 4) ,overhand shuffle controls the wide proportion of card tricks consists in having one Selected paper, noted and returned to the center of the bridge, which is then mixed. The chosen card is revealed by the magician somehow surprising. To do this, the chosen card must be checked and one of the easiest, best and more natural methods is using the Shuffle Overhand. Here are the moves: 1. Suppose a card has been freely chosen by a spectator. While observing what's, start a Overhand and, when you mixed for half of the cards in the left hand, move that hand to the viewer, inviting him to invite him to replace his card. It puts it on top of those in your left hand and resumes your shuffle immediately performing three cards Flush on the top of the chosen card, jogging the IL Paper, and mix out frey.2 rest. Under the jogged card, as explained in the previous section, and throw the package above. The chosen card will therefore be the fourth card from the top of the package and can be treated with it, as a pleasure. For example, perhaps during the reorganization of the chosen paper can be arrived at the top or at the bottom of the package; Then takes three cards from the top and spreading to the outside, asking the viewer if his card is among them. Never say: "See your card is not there." They are not required to know if it's or not. Take three cards casually on the table. Then show different cards down. Finally collect the three cards by placing the pack on them and collecting all together.You have the card chosen at the top, but the spectators will be convinced, if you have done your part with simplicity and naturalness, that the chosen card is lost in the package And out of your control. So you managed to the most important part of the trick, for every time a chosen card is somehow controlled anomalous your purpose is defeated. The true illusion of paper magic begins with the conviction by the viewer that his card is lost among others. Without this conviction the trick has already Failed.Retaining Top Stockthe marinara control shuffle is extremely useful for tricks where you need to keep a card or cards at the top of the package, while giving the impression that you are mixing the cards .To do it, lower the lower half with the right hand, and, in the first movement of the reorder, Injog the first paper taken from the left thumb. On it mix the rest of the cards holding in the right hand. Undercut under the Injogged card and throw the package on the top. Even if you apparently mixed the cards, you have kept the desired cards to false top,overhand gesta shufflemany fine paper depend on the fact that the package has been organized in a certain family order to the magician. To preserve this order, while apparently mixing the cards, proceed as follows: 1. Start Shuffle Overhand from subquotization MetA Deck.2. Perform five cards on the original bridge top half. That is to say, pull out five cards individually with the left thumb, then throw the remaining package above by leaning about half thumb over the external end of the cards in the left hand (fig. 5) .3 .3. Press the tip of the left index finger against the face of this protruding package and grasp the cards below from the ends, between the right thumb and the middle finger. Lift them, still run five cards, and throw the rest to upper to be able to fix it whole package will be in its order order. The original is simply by reversing the order of the five cards in the middle of the bridge and then by reversing these same five cards once again , bringing them back to their original order, the rest of the cards have not been disturbed. Made smoothly and rather quickly, without looking at your hands and facing spectators at the same time, reorganization is completely deceptive.overhand casual practice routineThe best method for the practice of various mixes to the sailor is to go through them in sequence As follows: 1. Flip the upward.2 upper paper. Shuffle at the bottom and back Again.3. Shuffle at the bottom. Mix again, keeping there, then remasculates the top.4 again. Now invert the card at the bottom. Shuffle, keeping the top and lower cards in position.5. Mix the first paper for the next bottom and again at the top.The two inverted the cards should be up and down. Check your work.6. Check the high inverted card only by means of the reordering control at the maritime, which will give you easy to travel, the Injog, and Undercut.again your work. The original original card should be the fourth from the top of the package. If this is the case and have made the compound smoothly, you have made great progress towards the acquisition of this most useful useful Steeptme of the cards. Practice until you can't make the Missini without looking at your hands, and at the same time maintain an easy conversation flow. With the simple principles explained in the previous sections, which can be learned during a pretty half hour with a package of cards, you have a golden key that unlocks the door to many of the most funny tricks that you can perform. Since the best way to learn how to make magic is making magic, several tricks are explained in the next section in which the principles you have already learned are put in Ustrick with the Overhand Shumedhers function acquired with downhill retransmission and Various maneuvers made by its use, the royal road for the magic of the card with all its amazing twists and shifts opens a view of exciting adventures, of which you are the protagonist. A good makeup of the paper - and with this we mean a trick of cards that entertains, surprises, amuse and puzzle an audience - has some attributes: 1. It has a simple plot. It should not be confused for those who watch.2. The modus operandi is simple.3. It is interesting.4. It has a surprising gift. The following tricks offer excellent practice in applying the different principles you have learned and start your repertoire with some of the best magic card companies, the first of which is: Topsy-Tuavy Carstis is always a good rule to start one Series of cards of cards with a short and surprising effect, one that will immediately approach the interest of spectators and will immediately stimulate their interest in wonders to follow. In this effect the half of the package is positioned face to face with the other half, yet, on the word of the command, the sun sunglasses so that everyone is doing the same way. When you can use a bridge borrowed, and suppose you have been delivered to you with the request: "Show me some card tricks". (Continue ...) Abstract from the royal road to the magic postcard of Jean Hugarid, Frederick BrauÁ ©. Copyright Á © 1999 Dover Publications, Inc . Extract from the permission of Dover Publications, Inc . All rights reserved. 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