

# riveted





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RIVETED provides an updated set-up and easier, more deceptive handling for Mariano Palhinha's "Fastened Card Trick." With RIVETED, a spectator's chosen card is placed between two indifferent cards and a hole is punched through all three. The three cards are then secured with a common brass "butterfly" fastener. The cards are fanned and shown front and back to prove that they are actually RIVETED together. Next, while the spectator is holding the three cards, a handkerchief is placed over them for a moment, and when removed – the selected card is gone! The spectator is handed the deck and there, in the middle of the pack, is the missing card with the hole.

## **THE EVOLUTION OF THE TRICK**

The effect dates back to Palhinha's, "Wherizit," which appeared in Volume Six of the *Tarbell Course in Magic*. In its original form, the effect was created to fit into a Three Card Monte routine and the cards were not fastened together. That Palhinha improvement came later along with the idea to use indifferent cards of a contrasting color to the middle card. The spectator was asked to name "Red" or "Black" after the cards were covered with the handkerchief, and the outcome was interpreted accordingly (Magician's Choice). In both the early and improved Palhinha versions, the cards were selected apparently at random (none was selected) and the missing middle card was then reproduced from the performer's pocket.

The highly inventive, California magician Paul Bureson offered his own adaptation of the effect, called "Fastened Outdone." In that handling, Bureson utilized a false count to conceal the gaff when it was removed from the deck. Also, instead of just reproducing the missing card from his pocket, he waived it over the cards held by the spectator – without revealing its identity right away. Then, after the card was discovered missing, he would turn it over to show it was the one he was holding. A nice touch which can be incorporated into RIVETED as well, if you like.

It should be noted that Charles Eastman also offered a sleight of hand version of the effect; which eliminated the gaff, but required palming away the middle card under fire.

## RIVETED

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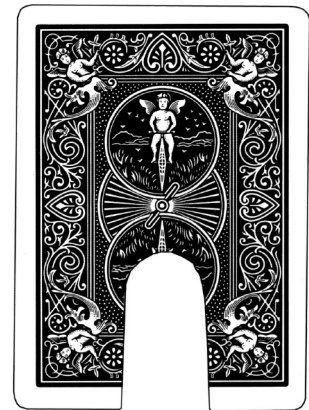


### REQUIREMENTS

A standard, hand held single-hole punch (about \$5 if you don't own one) and a small supply of 1-1/2" brass-plated fasteners (about \$2 for 100). Extra cards you can add to a regular deck. You'll also need scissors, a small pair of nail trimmers, and an opaque handkerchief.

### ORIGINAL HANDLING

The trick utilizes three gaffed cards. Here's the original handling in a nutshell. Two of the cards (the indifferent cards) were trimmed short along one of their sides. The affected corners were then re-rounded using a small pair of nail clippers. These side strippers made the middle card a "wide" card; which could easily be removed under the cover of the handkerchief by gripping the sides of the three-card packet. In addition, in the original version, the wider "middle" card also had a portion for the spectator's thumb cut away. See Photo 1. This allowed the middle card to slide out without the spectator feeling it. The handkerchief with the gaff was then pocketed and a duplicate of the middle card (complete with matching hole punch) was reproduced from the performer's pocket.



**Photo 1**  
*Original Gaff*

### RIVETED IMPROVEMENTS

RIVETED builds on Mr. Palhinha's Fastened effect and we are confident you will agree offers several improvements.

### THE IMPROVED GAFF

With the use of the fastener, the large thumb cut-out is no longer necessary. As a result, our gaff uses just a slot – the width of the hole punch. This more precise cut is easier to conceal and has less play when the cards are fastened together. The spectator still feels nothing, since his thumb is on the rivet head.

### NEW HANDLING

In RIVETED, it is the spectator's selected card that vanishes and is reproduced (not a "random" card) – a card you can giveaway as a souvenir, if you like. The inference being that you could

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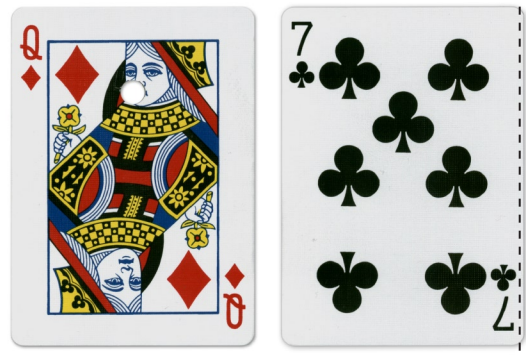
not have known what card would be used for the trick, or have prepared it, or had a duplicate. The effect is further strengthened by the fact that the spectator also sees this card fully intact with no holes twice – first when it is chosen and later, just before it is removed from the deck. This is not possible with any of the earlier incarnations of the effect.

As a result, you can handle the cards more freely without feeling compelled to use tricky counts or other embellishments to convince spectators that you have just three “ordinary” cards. The presentation will not lead them to think otherwise and as the saying goes, “There’s no need to run, if no one is chasing you.”

### PREPARATION

Trim two indifferent spot cards on one side as already described. These should have a contrasting color to your middle card (which will be forced). This should be a picture card (Jack, Queen, King). You’ll also require a duplicate of your gaff card; which is pre-punched, so the hole will match the indifferent cards which are punched during the trick. See Photo 2.

*Note: When trimming the indifferent cards, trim and “round corners” from back of card. It makes it easier to judge and will help you not “over-round” the corners.*



**Photo 2**  
*Hole-punched duplicate card (left) and how much to trim from the indifferent cards (right).*



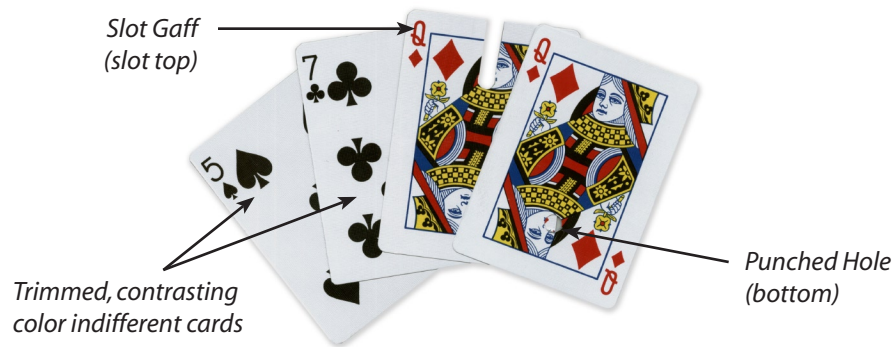
**Photo 3**

### MAKING YOUR SLOT GAFF

The key in punching the cards is to be consistent in positioning the hole punch and that’s easy because you always punch out the angel’s face at one end. With a standard single hole punch, you’ll find a fully inserted card stops right at that point. You just have to center it as best you can. Don’t worry if you’re off by a millimeter, it won’t matter.

To make your slot gaff, punch the hole and then, cut from the bottom to each side of the hole. That’s it. Photo 3 shows a front and back view of the gaff.

## RIVETED



**Photo 4** (Order)

### SET-UP

The four cards are set up with the deck face-up as follows: Duplicate of gaff (with hole punch toward bottom) on face, slot gaff (with slot toward top, so matching part of gaff shows through hole of face card), side-stripped indifferent card, side-stripped indifferent card. See Photo 4.

### PERFORMANCE

Holding the face-down deck at the sides, perform the Hindu Force – running stocks of cards from the top of the deck into the waiting right hand until the spectator stops you. See Photo 5a. At that point, flash the bottom (force) card and ask the person to remember it. See Photo 5b. This card has the hole punch at the bottom end; which is camouflaged by the matching slot card (showing through) underneath. The illusion is aided by the angle and hand motion. Place the halves together and square up the deck.



**Photos 5a and 5b**

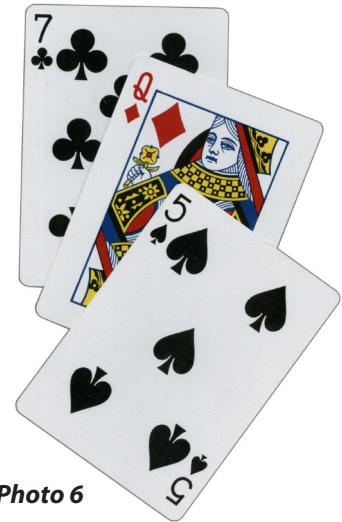
Say you would like to try an experiment using the spectator's card and two others. Ask what card was chosen. The spectator names the force card. "So you chose the Queen of Diamonds? Let's find two different cards, like number cards that are black, to go with it." Pick up the deck and turn it end for end. This will position the hole in the duplicate (force) card toward the top end and the slot gaff next to it, so the slot end is now toward the bottom.

Spread the faces of the deck toward you with the backs to the audience. Locate the group of four arranged cards and square up the slot card and duplicate with the hole, as you part the cards to show their card. "You did say, the Queen of Diamonds, right? Here it is." As you show the card, your thumb on top naturally covers the spot with the hole. Place the two sections

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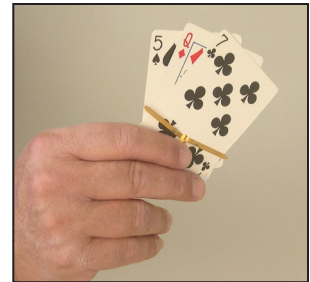
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of the deck together and spread the cards again, so only you can see the faces. Place one of the trimmed indifferent cards in front of the slot gaff and remove the gaff sandwiched between the two indifferent cards from the deck – leaving the hole punched duplicate in the middle of the pack. Casually place the spread out cards face up on the table. These should be laid out so the slot is covered by the card above it. See Photo 6. Square up the pack and place it aside, face down.



**Photo 6**

Explain that you're going to attempt one of the most difficult tricks in magic – making "two objects change places." And just to make sure no one accuses you of using sleight of hand, you're going to first fasten all three cards together. Pick up the face up cards and square them up in your left hand. Now remove the hole punch and a brass clasp from your pocket and set them on the table. Fan the cards slightly to show the select card is clearly in the middle – taking care of course not to expose the slot in the middle card. Flash the backs. With your fingers at the base of the fan, you don't have to worry about anyone getting a glimpse of the slot. Turn the cards back face up, square them up, and turn them face down.



**Photo 7**

Say, "Watch!" Pick up the punch, insert all three cards, center it over the angel's face and punch. The center card with the slot already has a hole in the same spot and won't be affected. Hold up the cards, so you can see right through the hole. "There I did it. I ruined three perfectly good cards. Oh well, it's all for the sake of magic. As my mother would say, 'stop wasting cards, paper doesn't grow on trees.' To which I would reply...actually, it kinda does."

Holding the cards face down, insert the clasp through the hole and spread and flatten the two wings. Holding the packet at the bottom (this will conceal the slot if you spread the cards too far), slightly fan the three fastened cards and hold the faces up toward the spectator. See Photo 7. "And your card is in the middle...right?" Tip the cards back toward yourself, so you can check their order. Let out a sigh and look relieved. "Good they haven't changed places yet!"

"Now for the magic. Please take the cards and hold them securely." Hand the spectator the facedown packet and direct him so he grips the cards with his thumb pressing down on top of the rivet with his fingers underneath. Remove a handkerchief from your pocket and cover his hand and the cards. Gripping the sides through the hank. "All magic happens in the dark you know...at least, that's what my wife told me...Sim...Sala...Bim...Switch-o...Change-o." Whisk away the handkerchief taking the gaffed middle card with it and casually pocket both.





**Photo 8**

*Note: Photo 8 above shows what happens (handkerchief removed for clarity). Left hand represents spectator holding "fastened" three-card packet under handkerchief. Right hand shows how performer grips sides from above and through the hank – sliding middle card out. As already explained, the card is carried away with, and concealed by, the handkerchief.*

"Now if you look at those cards, you'll find they've changed places...What? You're card is missing? I'm getting better at this trick than I thought. I never made a card disappear before." Scratch your chin. "Wonder where it went? Would you take a look in the deck?" Of course, the duplicate card with the hole is found in the middle of the pack to further confound your onlookers. Take a well deserved bow.

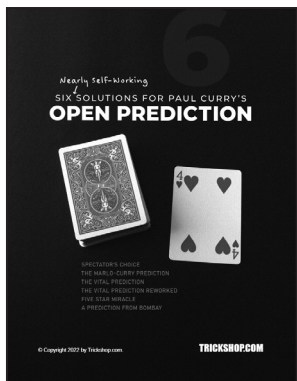
If you would like to use Paul Burtleson's excellent finish, leave the duplicate card with the hole second from the top after removing the three cards. That way it is accessible and no one will see the hole. Then, after covering the spectator's hand holding the three cards with the handkerchief, without looking, reach down and grab the second card (duplicate) from the deck with the left hand. Transfer the face down card to your right hand – taking care to cover the hole (toward the bottom). Now, use the face down card in your right hand like a wand – waiving it over the handkerchief which you pull away with your left (removing the middle card in the process). Again, pocket the hank and hidden card. Now, you can reveal that the chosen card with the hole is in your hand!

Change the presentation, as needed, to suit your own style. Charles Eastman called his sleight of hand variation, "The Houdini Card," and pattered along the lines of the (black card) Houdini card escaping while held by the red guard (red cards). Just make sure not to telegraph what's coming!



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## THE OPEN PREDICTION

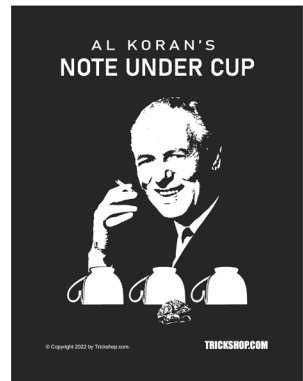
Six nearly self-working methods for performing Paul Curry's Open Prediction or a reasonable facsimile thereof. The methods are all quite easy to execute, although they may require some preparation, a set up or move, or even other stuff. Material includes: two Francis Haxton handlings – one with a single deck and one with two; Bill Simon's clever solution

along with our own sleight-free version of it; Al Koran's Five Star Miracle as performed for large audiences as well as on television; and finally, our own direct two-deck solution that we think comes as close as any to "resolving Paul Curry's card problem." Plus, we provide some background on the early history of the effect as well as a snippet on each handling. 24 pages, photo-illustrated.

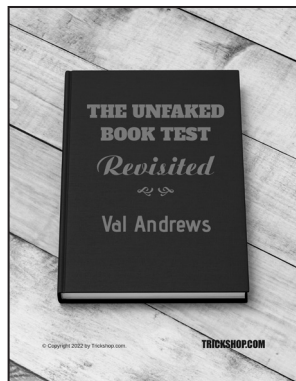
The real work on...

## AL KORAN'S NOTE UNDER CUP

Shortly after its release in 1951, Al Koran adapted Bob Hummer's Mathematical Three Card Monte to locate a crumpled up banknote secretly placed under one of three cups, which were then well mixed – all while the performer's back was turned. The reworked presentation delighted and confounded audiences. It was pure genius...pure Koran. By 1952, Harry Stanley's Unique Magic was already marketing the innovative effect. In these new instructions, we break down the handling for the routine Koran performed professionally for many years along with his patter, as well as the shortened version many are familiar with. Plus, we even include the original 1951 instructions for Bob Hummer's monte, published by Frank Werner; not to mention, background information, tips, using Starbucks paper cups, and more. 14 pages, illustrated.

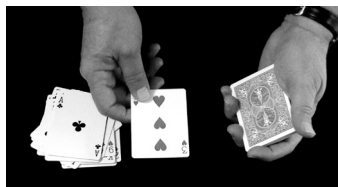


## THE UNFAKED BOOK TEST



### Revisited

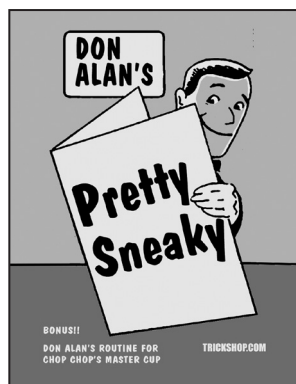
In this new manuscript, we take a fresh look at one of the simplest and most direct book tests you can perform...The Unfaked Book Test, originated by Val Andrews. The closely-guarded secret of a handful of professionals for over 30 years, we explain Andrews' original handling along with options that make it even easier to perform. Works with a regular newsstand paperback or hardcover that is completely free of any preparation. 12 pages, photo-illustrated.



## PHANTINI'S ACAAN

With the assistance of his friend Barrie Richardson, Gene "Phantini" Grant began performing ANY CARD AT ANY NUMBER in the 1980s. In this new manuscript, we break down the handling for this mental card miracle, step-by-step, along with Phantini's original instructions. In addition, we offer Jack Yates' easy-to-master set-up as a new option to get you up and running soon after you learn it. This is one of the most direct and powerful ACAAN solutions ever devised and uses only a single deck which is in full view from the start. Set-up takes just minutes with any full deck. 16 pages with photo illustrations.

## DON ALAN'S PRETTY SNEAKY

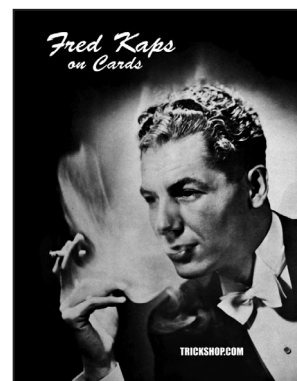


Pretty Sneaky highlights include a Darker Shade of Malini, his three-phase MacDonald Four Ace Routine (It Can't Be...), his Bowl or Cup Loading method, Flaming Han Ping Chien (Alan's presentation for the classic effect), Ashes, Wot Hoppended (two card transpo), Card on Wall (or Ceiling, different version than his first book), and much more. Plus, a number of clever presentations and twists for standard effects, like the stack

of quarters, folding coin, linking safety pins, the blank deck, his hilarious mechanical card duck routine, and more. As a bonus, we've also included Don Alan's signature Chop Cup routine including his patter. 44 pages, illustrated.

## FRED KAPS ON CARDS

This package includes Fred Kaps printed lecture supplement, "KAPS ON CARDS," in PDF format along WITH STREAMING VIDEO ACCESS to Kaps' companion instructional film, "EXPERT CARD MANIPULATION." Fred Kaps teaches 16 different card moves. See web page for a complete list. Intermediate to advanced skills recommended. 6 pages.



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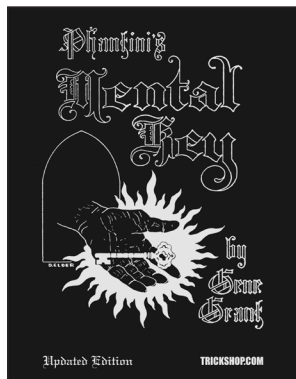
## The Living End



A must-have resource for anyone who does card magic! J.G. Thompson puts over 200 take-a-card endings at your fingertips. Denouements are organized into eight chapters (and distinct categories) along with a ninth chapter explaining a range of helpful utility moves, techniques and sleights. Originators include Vernon, LePaul, Marlo, Daley, James, Judah, Kosky, McMillen, Braue, and other top card workers of the last century. 134 pages, 25 B&W photos.

## PHANTINI'S MENTAL KEY

First published in 1956 by Ed Mellon, Phantini's Mental Key remains one of the most sought after publications in mentalism today. That's why, we are pleased to bring you an updated edition of this important work. It is faithful to the original publication (with Gene Grant's instructions), except we've eliminated the outdated section on Ed Mellon's Instru-Mental gimmick.



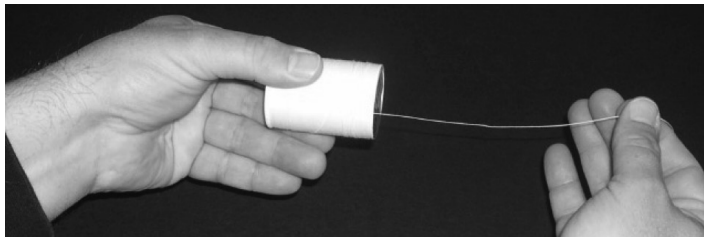
This item is long off the market and no longer obtainable, so we've replaced it with Grant's handling for several mental card classics. Material includes: Phantiniism, A Mind and a Magazine, Incredible Insight, Miracrypto Advanced, Psychorama, Divino, The Eyes of the Prophet, Miracelimitation, The Open Prediction, Think-a-Card, Miracle Discernment, Phantini's Delusion Deck, and much more! 28 pages.



## Bob Hummer's Poker Chip Mystery

A baffling, yet easy to perform Bob Hummer mind reading effect. Six chips bearing the numbers 0 to 10 distributed on their twelve sides, are given for inspection and thorough mixing. A spectator places the chips on the table. The performer turns his back and again the chips

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SEE ALL OF OUR MONTE EFFECTS.

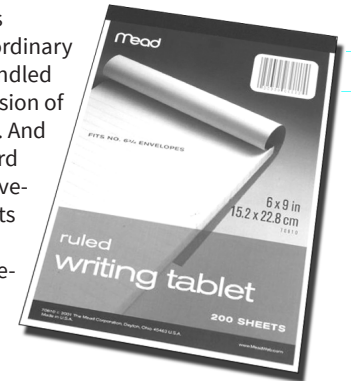


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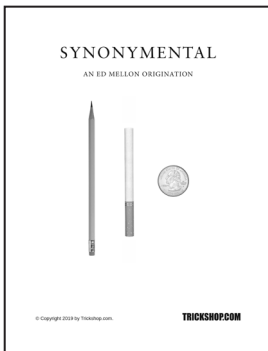
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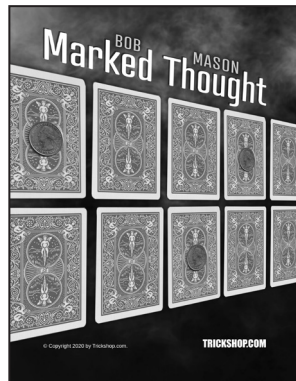
## SYNONYMENTAL

Ed Mellon's mental mystery with a packet of 18 business-size cards – each with name of a different common object people carry in their pocket. Cards are now dealt in three rows of six cards each. Spectator places a pen or pencil on a card in the first row, a cigarette on a card in second row, and finally a coin on a card in the third row. As each card is turned over it is seen to bear the name of the object that the spectator placed on it! 8 pages.



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Bob Mason's seemingly impossible matching effect! From a mixed pack, ten cards are dealt face down on a table and a spectator freely marks several with a coin or poker chip. Ten more cards are dealt on top of these – forming ten pairs. When the cards are turned over, only the pairs marked by the spectator match! No marked cards. No gaffs. Plus, our new instructions explain how do it with a standard ESP deck (symbols match) or regular playing cards (with mates of same value and color matching)! Ingenious, just one easy move accomplishes everything. Keep in mind, after the cards are mixed, no one ever sees the faces of the cards until the end of the test. 6 pages, illustrated.



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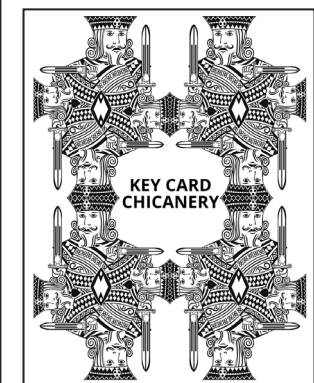
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# S6

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The card trick that made Ralph Hull famous! Spectator shuffles the deck and is requested to mentally select (think of) any card. He does not write it down – just remembers it. Performer asks him no questions but runs through the cards without looking at the faces and picks out the one spectator is thinking of. As close to real mind reading as it gets. Hull's subtle

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## Seven Keys to Baldpate

Now you can perform Annemann's famous "Seven Keys to Baldpate" without switches, extra keys, gaffed locks, change bags, special envelopes, or any other gimmicks whatsoever. In fact, our new streamlined handling uses ONLY an ordinary paper bag, a genuine padlock and seven keys; one of which opens the lock and six that do not. That's it! The same properties you would use if you actually had ESP and were able to do the effect for real! We supply the color photo-illustrated manuscript, you supply the lock and keys, which should run you less than \$20 at your local hardware store.



## ROUGH AND SMOOTH POSSIBILITIES

This rare Tan Hock Chuan manuscript offers 11 effects based upon the rough and smooth principle. Tricks include innovative application of various half card roughing combinations that open even more possibilities and amazing effects with one of magic's most powerful and closely-guarded methods. 17 pages.

ALSO AVAILABLE...ROUGH STUFF (BERG & ALDINI).

PERFORM MIRACLES WITH ANY DECK!

## SI STEBBINS UNPLUGGED

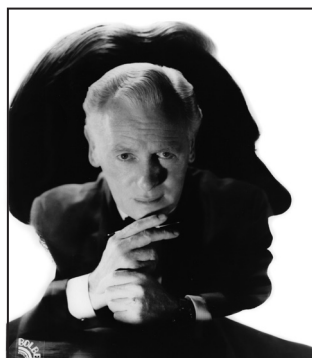
★★★★★ MagicWeek.com

Unleash the potential of magic's most powerful card control system. In Si Stebbins Unplugged, you'll learn how to perform mind-boggling magic with any deck – even if you're a newcomer! Plus, it will be a deck that you can use not just for one trick, but for an entire performance of entertaining card magic. And when you're done, the deck can be examined! Concise instructions with over 50 photographs detail every aspect of the system – from basic handling to innovative concepts that will elevate your work into the miracle class.



## ULTIMATE KORAN DECK

Reveal the identity of a card merely looked at by a spectator. As impossible as it seems, apart from fanning the cards at the beginning of the effect, you never need touch or go near the deck again! Keep in mind, nothing is written down. There are no sleights, glimpses, or other moves to worry about. No stooges, marked cards, or gimmicks. 11 pages.

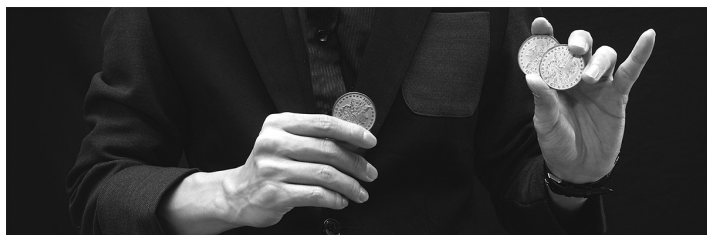


## DIY CARD GIMMICKS

Clever, easy-to-construct, proven card gimmicks for forcing, card control and location. None take more than a few seconds to make. Plus, we've even included an improved "Card to Anywhere" forcing gimmick that vanishes the selected card without a trace immediately after it is selected (no palming, no suspicious moves) – a card you are free to reproduce from virtually anywhere – under a drink, in your wallet, or a spectator's pocket or purse.



Also available...SECRET WEAPONS FOR MAGICIANS AND MENTALISTS.



## PRINCIPLES AND DECEPTIONS

Arthur Buckley's masterwork on sleight of hand magic with coins, cards and balls. Over 300 B&W photographs of the author detail some of the most beautiful and deceptive moves with coins, cards, and balls ever conceived. These include an array of visual coin vanishes, productions and reproductions, various acquitments, flourishes, and more. Plus, the Miser's Dream along with Buckley's own 10-minute coin act – A Phantasy in Silver. 176 pages.

ALSO AVAILABLE...ARTHUR BUCKLEY'S CARD CONTROL.





## **SAVE A FEW CARROTS WITH OUR MAGIC EBOOK BUNDLES.\***

### **SYMBOL SORcery BUNDLE**

Harness the entertainment power of ESP and other symbols with this money-saving, four-title collection, including: THE ZENNER EFFECT; SUPERIOR PERCEPTION; VOLTA'S GIANT ESP THOUGHT PROJECTION; and KOSKY'S ASTRO QUESTION CHART.

### **ESP ENTERTAINMENT TOOLKIT PLUS**

Our expanded toolkit has everything you need to give readings for entertainment purposes, including six different, high quality, easy-to-use tick sheets with instructional materials, and three different ESP entertainment lectures/presentations for club and private party work. Whether you're looking for a lucrative, easy-to-work side gig or just want to add to your magic skill set, you won't want to miss out on this incredible, money-saving package!

### **ED STODDARD MENTALISM BUNDLE**

Five powerful and direct mentalism effects from the professional repertoire of New York mentalist, Ed Stoddard. Originally marketed as individual manuscripts by Max Holden in the 1950s. Effects include: FEATURE PREDICTION, PERFECTED SEALED MESSAGE READING, INTUITION, MENTAL MIRACLE, and BRAINSTORM.

### **GLENN GRAVATT CARD TRICK BUNDLE**

This four-ebook Glenn Gravatt bundle features nearly 150 self-working card tricks! Here's what you get: 50 MODERN CARD TRICKS; 50 MORE MODERN CARD TRICKS; FINAL SELECTION; and 10 BY GRAVATT.

### **JACK YATES BUNDLE**

Looking for brilliant, subtle mentalism and mental card magic? You won't find more powerful or easier to perform miracles than those crafted by British mentalist Jack Yates. Here's what you get: LINE-UP; PREDICTED CARD IN WALLET; THE FOUR OBJECT DIVINATION; JACK'S PACK; UNDER SUSPICION (Kosky/Yates); TRIPLE PREDICTION; RUSSIAN ROULETTE; and INGENIOUS.

### **THE COMPLETE WORKS OF MICHEL POTTS – TEN VOLUMES**

More than someone who does mere card tricks, Michel Potts is a storyteller who uses a deck of cards to engage his audiences as he takes them on a magical journey; at the end of which, they are both entertained and thoroughly deceived. That's why, watching Michel perform is an experience his audiences don't soon forget. In this money-saving bundle, you get: PASCAL'S OTHER WAGER...AND OTHER ECCENTRICITIES; ENTERTAINING MISTER HENDERSON; THE LEGEND OF POKER ALICE; ESOTERICA; APOCALYPSIS; HOBSON'S CHOICE; STRADDLEVARIOUS; PARALLAXIS; INTERPOLATIONS; AND SINGULARITIES.

### **SUPER COLOSSAL COMEDY BLOWOUT**

Never be at a loss for a funny line again! This 16-ebook collection brings together over a thousand magic lines, quips, gags, asides, and classic bits of business from comedy magicians like Don Lawton, George McAthy, Sid Lorraine, and many others. This is easy to deliver tongue-in-cheek comedy, which has been used successfully by countless magicians over the years. Titles include: 100+ BRITISH GAG LINES FOR MAGICIANS; 100 CLASSIC MAGIC JOKES; GAGS, ROUTINES AND PATTERN; LAWTON MANUSCRIPT NO. 1 — BONUS PAGES AND TRICK TIPS; LAWTON MANUSCRIPT NO. 2 — PATTERN SCRIPTS; LAWTON MANUSCRIPT NO. 3 — ROUTINES AND INSTRUCTION SHEETS; VALUE! 125+ STANDARD MAGIC LINES, QUIPS AND AD-LIBS FOR SITUATIONAL COMEDY; MORE PATTERN; 101 OPENING REMARKS FOR MAGICIANS; ROUTINELY FUNNY I; ROUTINELY FUNNY II; SITUATION COMEDY FOR MAGICIANS; and SMART COMEDY SERIES VOLUMES 1 - 4 (4 TITLES). All of the humor is clean and suitable for family audiences.