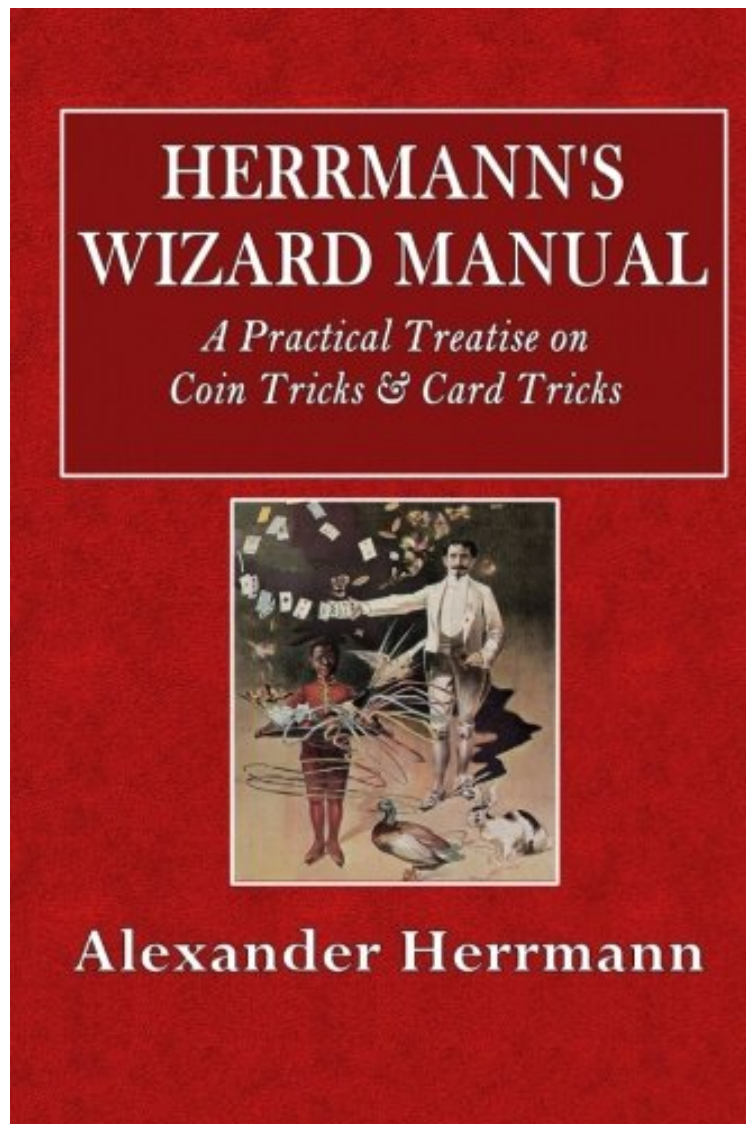


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Herrmann's Wizard Manual: A Practical Treatise on Coin Tricks Card Tricks

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From the introductory: **FIRST WORDS ON MAGIC.** Magic naturally separates into two divisions: One, as performed by pure sleight-of-hand with ordinary objects; and the other, which depends upon apparatus or mechanical appliances; and these are called respectively Drawing-room, and Grand or Stage Magic. The former is made up of feats depending upon manual dexterity, chemical combinations, and arithmetical problems. Grand magic, likewise, consists of manual manipulation, and, in addition, mechanical appliances, and optical illusions. Cards, of course, play an important part in both branches. We recommend the following rules to the student: First. Never tell your audience beforehand what you are going to do. If you do so, you at once give their vigilance the direction which it is most necessary to avoid, and increase tenfold the chances of detection. Second. The same trick must not be performed twice during the same evening, or before the same audience. The reason for this is apparent from the first rule, above. There are generally two ways of bringing about the same or a similar result, and in the event of your feeling constrained to respond to an encore, you must perform it in a different manner. Third. Vary your tricks, for this reason: If you are continually doing those depending upon the dexterity of the fingers, your audience will become accustomed to their movements; therefore, perform in succession tricks of sleight of-hand, tricks with apparatus, and tricks in "white magic" so as to confuse the too inquisitive spectator, and yet retain his attention. Fourth. Endeavor to divert the attention of the audience as much as possible from your movements, and lead them to believe that you perform the trick by a different method to that actually employed. Fifth. Accustom yourself to use the eyes and the hands independently of each other; remember that the audience are observing your actions, and their attention is frequently taken from your hands, with which you wish to make a certain manipulation, to follow the directions of a glance thrown over your shoulder or elsewhere. Sixth. Never act the buffoon, nor pass ungentlemanly personalities; by such you only make yourself ridiculous, and gain the ill-will of some present. It will frequently happen that a magician's audience will contain some clever busybody who knows how such-and-such a trick is done, and informs his neighbors of the fact. Should such a person come under your notice during an entertainment, you can easily find an opportunity of bringing him to account, and making him the laughing-stock of the hall, without being actually rude....