

DARYL

THE MAGICIAN'S MAGICIAN

presents

Fiedler's Flier



EFFECT: A selected card vanishes from the deck and appears in the card box or anywhere else the magician desires!

Fiedler's Flier

(April, 1994)

I first read about Lubor Fiedler's clever method of forcing a card on page 82 of Volume Seven of The Tarbell Course in Magic. When I had the opportunity to have special cards printed by the U.S. Playing Card Company, this was one of the first gimmicks that came to mind.

Later, my friend Rich Marotta told me that he used the method to not only force a card, but to make it vanish from the deck as well. Using the gimmick in this way creates a very good non sleight of hand version of the chosen card to anywhere effect.

EFFECT: A selected card vanishes from the deck and appears in the card box or anywhere else the magician desires!

SECRET: The "selected" card is never in the deck. It appears to be because a portion of the force card is printed on the back of a joker. When the joker is removed, you get rid of the gimmick and "vanish" the selected card at the same time.

NEEDED: The Lubor Fiedler Sure-Fire Force gimmick. This is a card with almost half of the face of another card printed at a slight angle on the back as shown in FIGURE #1. You will also need a matching deck and the card box.

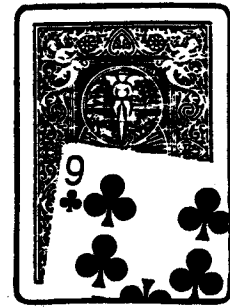


FIGURE #1

PREPARATION: Place the regular nine of clubs from the deck into the card box of wherever else you wish it to appear. If you decide to produce the nine of clubs from the card box, you may wish to have it on top of the deck and then secretly leave it in the box while the rest of the deck is removed. Place the gimmicked joker on the bottom of the deck with the other joker second from the bottom.

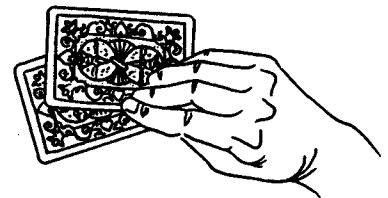


FIGURE #2

PERFORMANCE: 1) Hold the deck face up in a dealing position in your left hand. The joker on the front of the deck should be right side up from your point of view. With your right hand, remove the two jokers (slightly fanned) from the face of the pack. Casually flash their backs (FIGURE #2) then place them face up on the table. Show the cards in the deck to be all different then have a spectator shuffle them. After the spectator shuffles the deck, hold them face down in your right hand as in FIGURE #3.

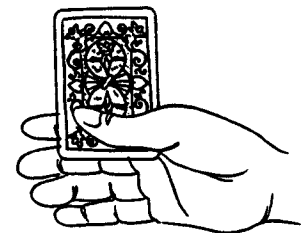


FIGURE #3

2) Fan the deck with the help of your left hand as shown in FIGURE #4. Pick up the gimmicked joker with your left hand (gimmicked side down) and slowly move it across the top of the fan in a counterclockwise direction. Ask the spectator to tell you when to stop. It is



important that he feels sure he could stop you at absolutely any point in the fan. After he tells you to stop, ask if he would like you to back up or move forward a few more cards. When the spectator is satisfied, very fairly insert the joker at that point (**FIGURE #5**).

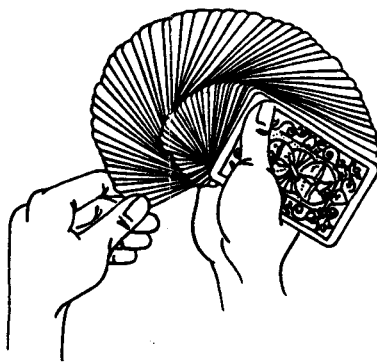


FIGURE #4

3) Use your left hand to adjust the cards between your hands. If the joker is protruding for half its length

(or a fraction less) and the card below is spread a bit to the left (at least as far as shown in **FIGURE #6**), you are ready to force the nine of clubs. Simply lift both hands so that the spectator can see the faces of the deck. Ask him to remember the card on his side of the joker. He will believe that the joker has been placed right next to the nine of clubs (**FIGURE #7**). With proper alignment, the illusion is perfect! Practice getting the cards in this position until you can do it perfectly every time. **DO NOT** expose the gimmick as shown in **FIGURE #8**. The fingertips of either hand can be used to hide the bottom of the gimmicked card.

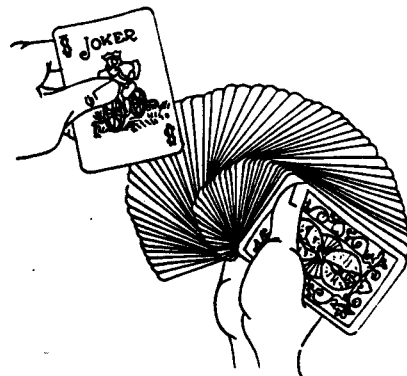


FIGURE #5

4) After the spectator remembers his selection, turn the cards face down and close the deck into your left hand. Remove the joker with your right hand and make it obvious that your hand is otherwise empty. Hand the deck to the spectator to be shuffled. While the spectator is busy with the cards, use the gimmick to scoop the other joker off the table and casually place both into your pocket.

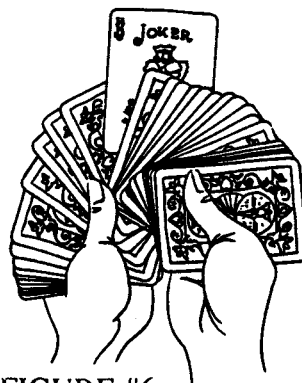


FIGURE #6

5) Do your magic, then show the results. Ask the spectator to name the selected card. Allow the spectator to search through the deck to find it. The spectator will realize that the nine of clubs is no longer in the deck. It will appear as if the selected card vanished from the deck while he was holding it. Show your hands to be completely empty, then remove the nine of clubs from the card box or from wherever else you may decide to produce it.

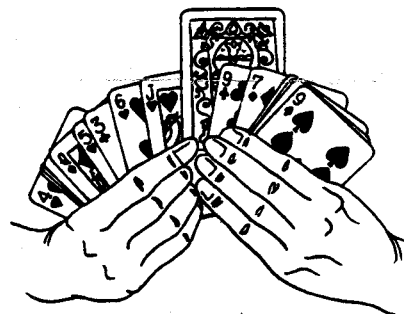


FIGURE #7

ADDITIONAL COMMENTS: You can produce the selected card from wherever you wish. A Himber Wallet, a previously shown empty card box (trick box with a flap), or even a sealed envelope that was placed in full view before the deck was introduced.

How about this. An envelope is shown empty, sealed, signed by a spectator, and then he is asked to sit on it. A card is selected from the deck, it vanishes, and it is found inside of the envelope. You can use a simple envelope switch (such as the type used in the classic Zen's Cards Across) or a double envelope. The rest is all presentation.



FIGURE #8

If you have any ideas, compliments, or comments, I would love to hear them. Enjoy!