



PK
Magic Book
Volume One

P. K. MAGIC

by Chuck Leach

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For those who take what they are given and take it further.

"Psychokinesis: The movement of physical objects by the mind without the use of physical means."

Magic books typically stress the importance of entertainment in magic. Whether we are performing card, coin, rope, silk or just about any kind of magic, our main goal should be to entertain our audience.

There are, however, two areas of magic that, when performed well, produce such a strong reaction in lay-people that they must be considered more than entertainment. Those areas are mental magic, particularly reading a person's mind, and psychokinesis. If you can read a mind, or move an object with your mind, in a very straightforward manner, then you are not just entertaining them...for many, you are confirming their belief that these abilities exist.

Some people believe in mental powers more than others, however, regardless of their levels of belief, most people accept the fact that these mental abilities have not been completely disproven. (Otherwise why would scientists continue to investigate them!) People's willingness to believe in supernatural mental abilities is demonstrated by the continuing popularity of people like Uri Geller, and the success of psychics, clairvoyants, palm readers, fortune tellers and astrologists.

All of this is not to say that audiences do not recognize mental or psychokinetic effects as trickery, or that you should try to pass it off as being anything more. What it means is that people, because of their beliefs, find these types of effects fascinating in a very different way than they do other tricks.

This booklet is concerned with psychokinesis, or PK magic, a term that has existed since the 1930s. Though there are many ways to secretly move objects (thread, undetectable blowing or tilting of surfaces, to name a few), some of the strongest and cleanest effects are accomplished with what we term the PK prop, a very powerful magnet. Chazpro offers a wide range of sizes and strengths of magnets. To help decide which is best for your situation, or the effects you wish to perform, you should read Chazpro's PK Accessory List. Or you can ask your favorite dealer, or call Chuck at Chazpro, with your questions.

I often tell people that if I had to throw all my magic away but one item, that one item would be my PK prop, or magnet. The reason being that so many strong and vastly different effects can be accomplished with this one item: Moving objects, levitations, mindreading (by secretly gaining information), comedy routines and a lot more. Your imagination is your only limit. Currently Chazpro has nearly 100 PK routines or tricks available. In addition to the variety of effects, almost all of the effects look like real magic! You usually are using ordinary-looking objects: A match, stamp, coin, etc. Very seldom do you use a "magical-looking" prop. This is an important part of PK magic! In the pages that follow, we'll discuss concealment, presentational points and over 30 routine ideas.

In the back of this booklet is a partial list of the PK items offered by Chazpro.

NOTE: Change to 4th printing: MAKING MATCHES - We find one of the best shimming materials for matches is a very fine wire. (This wire is offered in our Menta K Kit and Shim Sample Pack), but you can also find it at some craft stores, or, if you are really desperate, a suitable wire can be found in the "twisty" that is wrapped around bread loaf bag.

PRESENTATIONAL POINTS - There are primarily two presentational concerns, simplicity, dramatics.

SIMPLICITY: The beauty of PK effects, what makes them look like "real magic," is that you are taking ordinary objects and, in test-like conditions, making them move. The appearance of simplicity makes these effects stronger.

A.) The objects that are moved should appear to be ordinary (i.e. match, coin, stamp, cigarette, etc.).

B.) Creating the appearance of being borrowed is best. For example, picking up a restaurant's booklet of matches, tearing a match out and proceeding with a PK effect, is better than taking a booklet of matches from your own pocket.

C.) Your performing situation should be as simplistic as possible. For example, performing a PK effect over a restaurant table, or in a spectator's hand, is stronger than performing over a magic case or table.

D.) On occasion, perform PK effects when people aren't expecting a magic trick. Instead of incorporating PK effects into your act, save them for those casual times when visiting, or dining with friends, family or business associates. This disassociates your PK effects from standard trickery.

DRAMATICS: A serious manner will make for a much stronger effect than a humorous or casual/off handed presentation.

A.) Be dramatic, but not over-dramatic.

B.) You can take the "experiment" approach - attempting an experiment in psychokinesis, controlling the outcome to produce varying degrees of success.

Also try group effects - having everyone at a table concentrate on an object. After one or two failed attempts, cause the object to move or stand.

Performing group effects also wins allies.

CONCEALMENT - Some people complain that the gimmick is a hassle to carry and conceal. This is a minor inconvenience when considering the beauty and strength of the effects the gimmick makes possible. Below are some ideas for concealing your PK gimmick.

KNEE - When seated at a table, place the gimmick on your knee, raising it when you need to move an object on the table. The gimmick's power will easily penetrate most tables. You can put the gimmick in a small, cloth bag so it doesn't slip easily.

KNEE STRAP - Using one-inch-wide elastic, make a strap with clasps at the ends. The strap should fit snugly around your leg, just above the knee. When seated at a table, secretly put the strap around your leg and slip the gimmick under the strap.

KNEE - ACE BANDAGE - You can attach the gimmick to your leg with an Ace Bandage, before putting on pants.

BOOK - Cut a hole in a book to conceal the gimmick.

SACK - Simply carrying the gimmick in a sack is sufficient. This sack could contain ordinary objects or other magic tricks.

CARDCASE - The PK gimmick will fit snugly into a cardcase.

CIG PACK - Same as with the cardcase.

CHALK BOX - With a little hunting, you will find a chalk box big enough for the gimmick and several pieces of chalk.

CRAYON BOX - Same as with the chalk box.

MAGIC CASE - If you use a stationary or mobile magic case, the gimmick can be attached inside. Mark a subtle mark on the case to identify the gimmick's center.

MAGIC CASE II - A pulley hook-up can be made under a stationary table or magic case. Build a small cradle to hold the gimmick. Run cords from the cradle up to the underside of the table top, running the cords thru eye-screws, then down to the floor. Here, you can tie the cords into a single, large loop, or attach to a pedal device, so when your foot steps in the loop or on the pedal, the cradle is lifted to the performing surface.

This, and the lap strap method are two of the best, as you can cleanly control the levitation and don't have to worry about someone accidentally discovering the gimmick's force, as they can with a stationary gimmick.

TABLE - The gimmick can be attached to the underside of the table. Make a subtle mark so you know where the center of the gimmick is.

PURSE - If you are a female performer, or male with a wife or girl friend, have the gimmick concealed in a purse.

COAT - In certain situations, particularly bars or casual restaurants, you can have your coat over the back of your chair. Remove it and place it over your lap as you go thru the pockets looking for general items or tricks. This is an ideal situation for moving objects in your, or a spectator's hand, lowering the hand to the gimmick.

WRIST - The smaller, more powerful magnets can be concealed around your wrist, covered by your coat sleeve. You can now make objects stand in a spectator's hand via your wrist below his or her hand.

COAT BREAST POCKET - A number of strong effects can be accomplished by concealing a magnet in a coat breast pocket.

PK BAG - Chazpro makes a PK Bag, a small cloth bag that will hold and protect your Ultra K, Ultra K 2 and Micro Ks. This bag can be strapped around your leg, under your pants, hung around your neck so the prop is in your solar plexis area, or you can simply set the bag/prop on your knee beneath the table.

PK BOX - Chazpro also offers a variety of boxes that have a false compartment in the lid, in which you can conceal your PK prop. The boxes are large enough to carry a number of magic props, as well as PK items.

EFFECTS

There are basically two types of PK effects that can be performed. One is the unexplainable movement of objects. The second is the ability of the PK gimmick to secretly give you information, i.e., which container has a specific item. There is a great deal of diversity possible. For movement effects, use objects of different materials and create different directions and types of movement. Below are over 30 effects. I not only feel you will find a great deal of success with many of these effects, I also hope that they will inspire you to create your own ideas. If you'd like to share your ideas, send them to: Chazpro, 603 E. 13th Ave. Eugene, OR 97401

MATCHES (Paper)

Making a gimmicked match: Split a match about a half inch from the non-head end up. Coat the inside of the stripped portion with a glue (Elmer's is fine). Then place a narrow, half inch piece of metal inside and close the match. Make sure it is aligned properly and excess glue is wiped away. The metal strip should be thin enough so it doesn't make a noticeable bump in the match. You can cut narrow strips from a razor blade, or other thin steel. You will want to experiment with the length and thickness of shims, as these factors will affect the way a match stand.

You should make several of these matches at a time, as they will show wear rather quickly. Secretly load a match into a booklet so you can, in effect, tear the match out. Or you can simply finger palm a match and pretend to tear it out of a borrowed booklet of matches.

RAISING A MATCH IN THE HAND - It is very effective to make a match rise in a spectator's hand. All you need to do is get their hand over the area of your gimmick. This can be done at a table, or have your coat on your lap with the gimmick in a coat pocket. Place the match in the person's hand and ask her to channel her mental energy into her hand. To aid this process, you gently massage her hand, in the process lowering it very slowly to your coat and the range of the gimmick. I have used this method many times and it makes an incredible impact on lay-people. No one has ever noticed that their hand was being lowered. You can use a sideways motion to bring her hand over the gimmick. The gimmicked match can be switched or handed out if desired.

MATCHES (Wood) - With a tiny drill bit, you can drill a hole up the match, from the non-head end. Drill about 3/4 of an inch, then insert a small pin. Cover the end with wood putty if desired. This match will now stand the same as the paper matches. As with the paper match, you will need to experiment with the length and thickness of the pin.

MATCHBOOK - It also possible to make a matchbook stand by putting a metal shim behind the matches and at the base (where the matches are stapled). This makes for a good follow-up to the levitating match trick. The shim can be stolen away.

Or you can peel the matchbook cover apart, insert a shim and reglue.

MATCHBOX - There have been several popular moving matchbox effects on the market. Most utilize a body hook-up. You can glue a shim in the sleeve, or underneath the drawer. The gimmick should be pyramid shaped, with the base of the pyramid lining up with one end of the drawer. As with most items, you will need to experiment with shapes of shims to get the proper levitation. The levitation can be aided by taking some of the matches out of the box. This can be performed in conjunction with a gimmicked wooden match.

CARD CORNER - Peel back one corner of a playing card, place a small, thin, triangle-shaped shim in the corner, the base of the triangle should be flush with one side of the card, then glue the corner shut. You can now tear just the corner off a card and make it stand. A spectator could initial the corner while the card is whole, then perform a torn and restored card effect, having her keep that corner. Restore the card, showing that her extra piece matches the restored card. Now make the piece stand as a follow-up effect.

CARDS/ANTI-CARD RISE - Take the large shim that you get with the trick and place it in a card (or glue two cards together with the shim in the center. Force this card, then place it in the center of the deck. Hold the cards loosely, in a vertical position, faces toward the spectators. Bringing the deck in the vicinity of the gimmick will cause the chosen card "sink" out of the deck. "Anyone can do rising card tricks!"

CARD RISE - The above shim card can be made to stand via the gimmick beneath the table. Or make the card slide off the top of the deck and stand.

DOLLAR - You can make a dollar stand by concealing a thin shim in it. You will need to cut an extra piece from another dollar, and glue it over a thin, triangle-shaped piece of steel. The base of the triangle will need to be at the bottom of one long side. Since the extra piece of a dollar won't match real well, you can conceal this area with you fingers as you show the dollar. Make the bill stand by raising the PK gimmick from beneath the table.

HAUNTED PACK - This effect uses the shim card. Mix the cards, keeping the shim card at the bottom. Have a card freely selected, then placed on top. Cut the cards, keeping the shim card/selection in the lower half of the deck. You can now make the pack cut itself by moving the PK gimmick underneath the table (using the knee strap method). The sight of the deck cutting

itself, to the selection is quite eerie. This method would eliminate body hook-ups, threads, etc., making for a very clean and easy trick. Slick, newer cards slide easier. By controlling the selection to a position above the shim card, you can jerk the PK gimmick, causing the upper half of the deck to move off the lower half. Then reveal the selection at the bottom of the upper half.

HAUNTED PACK II - Here is a very strong and spooky effect! Force the shim card (show it rather than let a spectator handle it). Return it to the deck and control it to the top. Put the deck in the cardcase and table the it. Slowly the flap on the cardcase moves, then pops open and a single card creeps out, it is the chosen card. The action is accomplished by the P.K. gimmick under the table. The flap on the card case needs to be shortened, so it opens easily. A thinner table also enhances the success of this effect.

CARDCASE - At the conclusion of a rising card trick, make the cardcase rise as you go to put the cards away. (Or make the case bow!) The shim in the bottom of the case can be concealed by a piece of white paper that completely covers one interior side of the case. (ALSO SEE: TIPPER/MISC.)

STAMPS - The magician picks up an envelope from a side table, the stamp has a canceled mark across it. He tears the stamp from the envelope and places it on the table, covering it with an upside-down glass. He then proceeds to make the stamp rise.

You need a first-class stamp and a small, thin, triangle-shaped shim. Lick the stamp and stick the shim to it so the base of the triangle aligns with the bottom of the stamp. Now stick the stamp to an envelope, address it to yourself and mail it. When it returns, with the postmark, you are ready to perform. Levitate as in preceding effects.

NUTS - Many types of nuts can be made to move, roll or stand. Carefully open the shell without damaging it, take out the meat and glue a short piece of a nail in one end. Glue the shell halves together, whipping away excess glue. This nut will look normal and can be palmed as you reach into a bowl of nuts. "Here's a nutty little trick!" The nut can be laid on the table, a glass placed upside-down over it, then make it move via the P.K. gimmick under the table.

PINS - Push pins (the short pins with plastic handles), can be balanced on their tips. Have the P.K. gimmick beneath the table, strapped to your knee. As your hands provide cover, find the point on the table where the pin will stand straight. Move your hands away to show your expert balancing act. The pin can be balanced on the table, credit card, in your hand, playing card, etc. This unusual feat can be presented as expert balancing, or holding the pin up with your mind.

BALANCING - A number of items can be balanced on your finger tip.

Example: Acquire a small, steel ring, about three-quarters of an inch in diameter and one-sixteenth of an inch thick. With the P.K. gimmick beneath the table, place your hand palm-up on the table, above the gimmick, your index finger extended. Place the ring on your finger and it will stand, apparently balanced. Others will try and fail.

BALANCED PENNIES - A trick that is available at many magic shops is called "Penny Balancer." The effect is this: The performer holds two pennies and balances one on top of the other. When others try, they fail. There is a palmed gimmick (the pennies are also gimmicked). A very easy and clean version can be accomplished by using these pennies with the P.K. gimmick. You can balance the pennies while holding them, or with both on the table. Also, the top penny can be turned. Snap your finger and they fall (lower the P.K. gimmick). Show your hands empty as you hand out the pennies.

METAL RINGS - At hardware stores you can get metal rings, about one inch in diameter and one-eighth thick. Paint these colors of your choice. Have the P.K. gimmick on your knee beneath the table. Above the table, touch the rings together, one above the other. If they are in range of the gimmick, you can release the lower ring and it will mysteriously adhere to the upper ring. The lower ring can be casually spun, creating an unusual sight. People will suspect the rings, which can be freely out.

SPRING & RING PUZZLE - CHAZPRO MAGIC CO. manufactures a spring and ring puzzle that looks like stainless steel (which can't be affected by a magnet), but is actually made of steel and is chrome-coated, giving it that shiny, stainless steel look. The standard puzzle presentation is this: One person can easily remove the ring from the spring, but no one else can. This effect has the ring "melting" through the spring, falling off without the performer even touching it.

With the P.K. gimmick beneath the table, pretend to place the ring on the spring. Actually, you place the ring beneath the spring. Your hands provide cover. If the spring and ring are in the area of the P.K. gimmick, the ring will adhere to the spring. Hold the spring at a slight angle and it will look like the ring is on the spring, even up close. By lowering the P.K. gimmick with your knee, you can cause the ring to drop from the spring.

WATCH/STOPPING IT - The trick of stopping a watch is quite strong and clean with the P.K. gimmick. It is suggested that you use an inexpensive watch, the wind-up variety with hands, including a sweep/second hand. Hand out the watch, to show it's normal. Take it back and lay it on the table. Ask

your spectators if they have heard of Uri Gellor, the person who could make broken watches work via mind power. State that you are an anti-Uri Gellor, you can break working watches with your mind. Point out that the second hand is running and that you will not touch the watch, except with your mind. Beneath the table raise the P.K. gimmick and the watch will stop. Lower the gimmick and it will resume ticking. (You might have to pick-up the watch and rub or tap it to get it started.)

You don't need to perform this effect at a table. By having the gimmick in a bag, book, coat pocket, etc, you can rub the watch, slowly lowering it to the area of the gimmick. Draw attention to the fact that you don't touch the stem.

This effect can also be performed with most borrowed watches (except digital). Stopping a borrowed watch is extremely strong. A warning needs to be made. Though it has not happen to me, and I have performed this effect dozens of times with my own watch and borrowed ones, it is possible that the watch will stop permanently. This is remote, but possible, which is why we recommend using an inexpensive watch.

COIN/TURNING - Place a coin in a saucer or clean ashtray, turn it in both directions a few times (like you would turn a steering wheel), stop turning the saucer then concentrate on the coin...slowly the coin begins to turn. Slide the saucer and coin to a spectator for examination. The coin is a magnetic one (Quarter or half dollar is best, as they are more visible to spectators.) Since coins can not be affected by a magnet, your MO is concealed. Due to north and south poles the coin turns. The horizontal motion of the coin further conceals your MO.

COINS/CANADIAN - Canadian (as well as other foreign coins), are affected by magnets. Canadian coins can be obtained at some banks, or you might try a coin dealer. Take a small magnet with you to test them. These foreign coins are generally pretty inexpensive. Of course, you could use a U.S. coin that has a steel core, or a magnet.

Many effects are possible with these special coins, besides unexplainable movement. Here's one: Show five different foreign coins, only one should be able to be affected by a magnet. For this example, we will assume this coin is Canadian. While your back is turned, have a spectator put the Canadian coin in a coin envelope, then place the remaining coins in separate coin envelopes and mix the envelopes. Turn around and lay your right hand palm-up on the table (over the area of the P.K. gimmick, which is on your knee beneath the table). Ask the spectator to lay each envelope, one at a time, on your open hand. Slowly raise the P.K. gimmick. When the envelope containing the Canadian coin is placed on your hand you will feel a pull against your fingers. Open the envelope, showing the correct coin. This effect appears very fair, especially since the spectator handles everything and your hand(s) are shown empty.

ENVELOPES/BANK NITE - By gimmicking an envelope, you can perform mentalism or bank nite tricks similar to the preceding effect, but using non-metal objects. The small flap at the bottom of an envelope can be peeled back, a thin shim inserted and the flap reglued. (Or insert a flat shim into the lower flap.) Now, any object that fits in the envelopes (billets, bills, coins, product coupons, etc.), can be detected. Example: Show four dollar-size pieces of paper, one twenty dollar bill and five coin envelopes. (One envelope is gimmicked as above. Keep the gimmicked envelope at the top of the five envelope stack. Also make a subtle mark on this envelope so you can spot it should they get mixed.) Hand the twenty dollar bill and the gimmicked envelope to a spectator and have the bill put inside. The remaining pieces of paper are put in the other envelopes and they are mixed while your back is turned. As in the COINS/CANADIAN effect, you can tell which one contains the money, via the P.K. gimmick beneath the table. If performing for magicians, or others who might suspect subtle marks on the envelopes, you could perform this effect blindfolded. Instead of being blindfolded, have the envelopes placed in a paper bag. Reach inside and remove the envelope containing the money, using the same method.

Obviously, numerous effects can be accomplished with these envelopes. Try topical effects using product coupons, business cards, playing cards, astrological signs, etc.

BANK NITE II - By gimmicking a dollar bill, you can have someone else bring the envelopes, or have your envelopes mixed, while your back is turned, and have the money put in any envelope. This will fool those who suspect you are using a subtle mark on the money envelope. The round portion on the back of a one dollar bill that has the pyramid can be cut out from one bill and glued over another, with a shim inside. Proceed as in the above effect. A larger bill can be gimmicked in a similar fashion.

DIE PENDULUM - Take a colored die that has white dots and drill into the center dot of the three dot side (drill half way into the die). Place a short piece of a nail into the hole, then plug the hole with plaster of Paris. The die will again look normal. On the four dot side (the side opposite the three dot side), attach a piece of fish line with clear tape. (Poke a hole in the center of a small square of tape and thread a half inch of line through the tape. Stick this piece of tape to the four dot side and trim away any excess tape and thread that over hangs this side of the die.) Attach the other end of the fish line to the bottom of a glass. The line should be long enough so when the glass is turned upside-down, the die hangs about 1-2 inches above the table.

Ask your spectators to concentrate on the die, imagining it turning. Slowly the die begins to turn. (You raise the P.K. gimmick beneath the table.) You will need to experiment with the placement of the glass. By having it off center of the

P.K. gimmick's field, you can make the die turn in different directions, or swing. You can also make the die turn in one direction, stop - holding it, then start it turning the other direction. Also play with having the shim spot on the side, instead of at the bottom.

LOADED DIE - By gimmicking a pair of dice as in the preceding effect, you have a pair of loaded dice that will roll certain numbers a high percentage of the time only when the P.K. gimmick is raised. A single die can be used to force a number.

TIPPER - A popular effect that has been manufactured by several companies and used successfully by mentalist is a block of wood that is leaned against something, or balanced on top of a bottle, book, etc. The performer can then cause the block to fall over. The main drawback to these items is that it takes a while for the block to fall over and the performer doesn't know exactly when this will happen. (He usually has to ad-lib as he waits for the block to fall.) By putting a reasonably large, steel shim in a block of wood, you have a block that will fall over and you control exactly when that will happen. The block should be about five inches, by two inches, by one inch. Drill an eighth-inch hole in one side of one end of the block. Place a large finishing nail in the hole and squirt some Elmer's Glue inside. Place this end down, against a piece of paper. This is so the nails will slide down and be flush with the end of the block. Refinish the end or paint the entire block to mask the hole. Make a subtle mark so you know which is the loaded corner. Lean the block against an object (bottle, book, etc.). The loaded end is against the table, the loaded corner is the raised corner that isn't touching the table. By raising the P.K. gimmick, you can cause the block to fall over. By balancing the block on a short object (a thick book you can cause the block to fall off.

TIPPERS/MISC. - Numerous other items can be gimmicked in a similar manner. Place a shim in a pack of cigarettes, cardcase, etc. Lean it against something or balance it on something and cause it to fall over.

PENCIL - Remove the metal band and eraser from the end of a pencil, drill a hole in the end of the pencil, glue a nail shim inside and replace the band and eraser. This normal-looking pencil can now be made to tip over or fall off objects.

You can also make a pencil roll toward or away from you. You can start with the old bit of blowing on a pencil to make it roll away from you. Then make it roll toward you, or sideways, by moving the gimmick below the table.

PEN - The above effect can be accomplished by putting a steel rod in a pen.

SKELETON KEY - This is a very spooky effect. You need a steel skeleton key. Place it on the table and ask everyone present to place their finger tips on the table as you call upon your deceased great grand father, "...a medium who died 100 years ago today." As they concentrate, the key slowly shakes and moves. This is accomplished via the P.K. gimmick beneath the table. The movement appears quite eerie. You can present this as a communication feat with the spirit. If the key doesn't move, the spirit's answer is no, if it does move, its answer is yes.

WIND-UPS - At many toy stores you can find a wide variety of interesting and amusing wind-up toys. By placing a metal shim in the base of a one of these (a walking robot, etc.), you can cause it to stop, then resume walking, or have it stop over a selected card, etc. You will need to experiment with the size of shim, as some toys are more powerful than others. You can also lessen its strength by winding it only a little. The P.K. gimmick is beneath the table.

BALL - You can cause a ball to roll without touching or blowing on it. Place a steel shim inside a rubber ball and have the P.K. gimmick beneath the table.

BUGS - This is a strange bit. At some toy or joke stores you can acquire ugly, little, rubber bugs (cockroaches, etc.). Conceal a thin, steel nail in one of the bugs. Place this in a pile of bugs on the table. State that one is real and ask them to watch the pile. (Be sure the gimmicked bug is near the center of the pile.) Raise the P.K. gimmick beneath the table and the pile of bugs will move. It will look as though several bugs are moving.

CIGARETTE - A cigarette can be made to tip off an object, roll or even stand if gimmicked properly with a shim. A large steel pin can be used as a shim for the tipping or rolling. You will have to experiment with the size of shim to make a cigarette stand. The P.K. gimmick is beneath the table. You can conceal the PK gimmick above the table and raise the cig in your hand.

PAPER CLIPS - This is similar to the spring and ring effect. You can show two paper clips, apparently fastened together. By lowering the P.K. gimmick, which is beneath the table (or raising the clips away from the P.K. gimmick if it is concealed in something above the table), you can cause clips to magically come apart. The clips are never really fastened together. When they are in the field of the P.K. gimmick, they will adhere to each other. More than two paper clips can be used. You can also make a paperclip sculpture using lots of clips. The sculpture collapses when the PK gimmick is lowered.

SINKER - We are adding this one as an ending thought. We haven't tried it, but it seems feasible. Place an object in a glass of water. Tell your spectators

that by concentrating, you can make the item sink or rise in the water. You would need an object that floats, even after you have concealed a shim inside it. You'll need to experiment with the size of object, weight of shim and depth of the water in the glass. It shouldn't be too difficult construct and the resulting effect would be interesting.

I hope you enjoy and try some of these effects. I perform many of them regularly for magicians as well as lay-people with dramatic results. If you have questions, feel free to direct them to me: Chuck Leach c/o Chazpro Magic Co. 603 E. 13th Ave., Eugene, OR 97401 (503) 345-0032

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