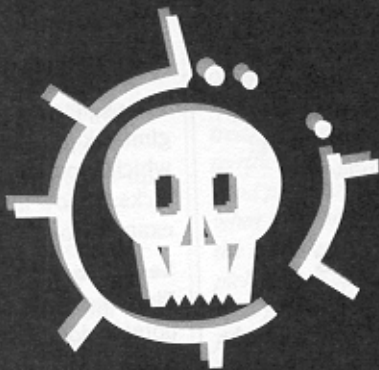


Map of Skull Island™



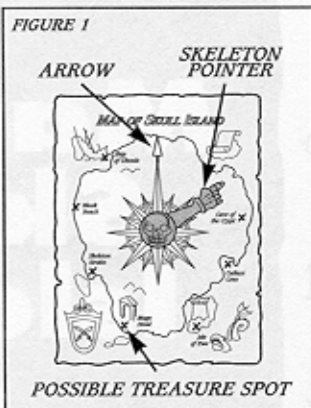
SECRET INSTRUCTIONS

THE TRICK

You, the magician, show your spectator the Map of Skull Island. You tell your spectator to choose one of eight places on the map where he or she would like to bury the treasure. While your back is turned, your spectator secretly selects a location on the map by turning the skeleton pointer there, then returning it to its starting point. When you take the map from the spectator, you are able to tell exactly which place your spectator chose! How did you know?

THE PROPS

Your trick includes the complete Map of Skull Island. See Figure 1 for all the important parts of your trick.



THE SECRET

The skeleton pointer has a gimmick in it that tells you which spot your spectator picks. Follow along with this example to see how it works.

Set up the gimmick

First, move the skeleton pointer clockwise (to the right) until it stops, just to the left of the arrow (see Figure 2). This is the set-up point. Now gently lift up the pointer while turning it to the



right so it's pointing to the arrow as shown in Figure 3. Don't pull too hard! This is the starting point and is the position your trick must be in at the beginning of each performance.

Choose a location

NOTE: During a real performance, this part would be done by your spectator.

With your index finger, move the pointer clockwise to a position marked by an 'X', such as *Isle of Ewe* as shown in Figure 4. Now move the pointer *counterclockwise* back to the starting point, where it will stop (see Figure 5).

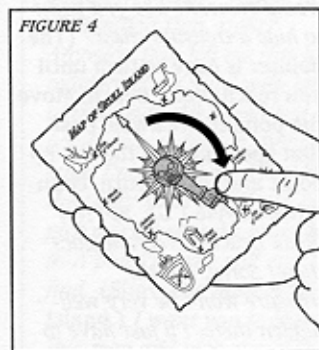
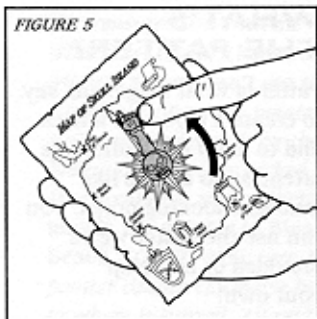


FIGURE 5



Find the location

Now *slowly* move the pointer clockwise, in one continuous move, around the map until you get to the set-up point. Pay very close attention to how hard you have to push the pointer. Notice how the pointer feels when you reach the 'X' at *Isle of Ewe*. If you did this correctly, you should notice that the pointer moved easily until you reached *Isle of Ewe*, then you felt more resistance as you passed that point. This is the spot your "spectator" has picked to bury the treasure!

NOTE: Don't stop on each 'X' point, but make one continuous loop around the island.

As the pointer is moved toward the set-up point, it "erases" the resistance set by the gimmick. Now move the pointer *counterclockwise* back to the point your spectator selected. Your audience won't be able to figure out how you did it!

THE SECRET PREPARATION

Reset the gimmick by lifting up on the pointer and moving it as described in Figures 2 and 3. Leave the pointer at the starting point. Now you're ready to begin.

THE PERFORMANCE

Give the map to your spectator and tell him or her to pick a hiding place while your back is turned and then

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locate it by moving the skeleton pointer clockwise to an 'X' spot on the map. Then tell your spectator to move the pointer counterclockwise back to the starting point.

After your spectator has done this, turn around and take the map. Slowly push the pointer clockwise around the map while you speak of all the great hiding places on the island, calling each one out (but not stopping). When you feel the pointer's resistance, remember the location and keep moving the pointer clockwise towards the set-up point.

Now move the pointer counterclockwise until you reach the location the spectator picked. Now you announce your spectator's spot!

WHAT'S THE PATTER?

Patter is what magicians say to create a mood for a trick and to draw the audience's attention to details like innocent-looking props. You can use the patter we've provided or make up your own!

You probably didn't know this, but my great-great-great-great-grandfather was a pirate. No, really. You've heard of Deadbolt Dan, right? Anyway, Dan left me this huge treasure chest filled with lots of terrific stuff. All I need is a good place to hide it. Tell you what I'm gonna do: I'll split the booty with you if you can pick a good spot for me to hide it. A place no one will ever find. (Show the Map of Skull Island.) I want you to look at this map and pick one of these eight places marked with an 'X' as the place we should hide

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the treasure. Don't tell me what it is! Okay? (Now turn around so you can't see the map.) Now turn the pointer clockwise and stop it on the hiding place you've picked. (For example, your spectator moves the pointer to Bleak Beach.) Got it? Now turn the pointer counterclockwise back to where it started. All set? (Turn back around to face your spectator and take back the map.) Let's see...where would someone like you want to hide a treasure chest? (The pointer is easy to turn until you reach Bleak Beach. Move the pointer clockwise past that spot, back to the set-up point and then return, counterclockwise.) Oh, no! Not Bleak Beach! Everyone goes there! Sorry, but the treasure won't be very well-hidden there. I'll just have to find someone else to share it with. Too bad.

MAGICIAN'S

C · O · D · E

Your magic power
is the secret.
Never give it away!

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