

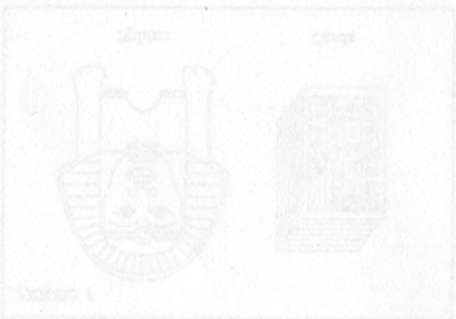
#4647

### FCC STATEMENT

*This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:*

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

*Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.*



SECRET INSTRUCTIONS

# MAGICIAN'S S·E·C·R·E·T

Always read the directions  
for your trick all the way  
through before practicing!

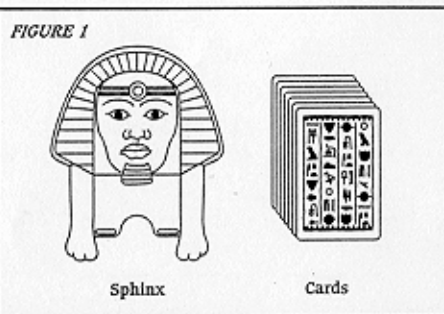
## THE TRICK

Here's an exciting prediction trick! You, the Magician, introduce the Sphinx to your spectator, explaining that it has taught you all its secret powers. To prove it, you fan out the deck of Pharaoh cards. Your spectator draws a card, secretly looks at it, then returns it to the deck.

You slide the deck of cards into the Sphinx and remove them one by one. Before pulling out each card, you predict it is the wrong one, then press the jewel on the Sphinx's forehead to hear it speak. For each card, the Sphinx verifies your prediction by saying no.

Suddenly, you tell your audience you have a strange feeling the next card you draw is your spectator's. You make your prediction, then press the jewel. The Sphinx says, "Yes! This is the card!" You show the card to your spectator. It is the chosen card!

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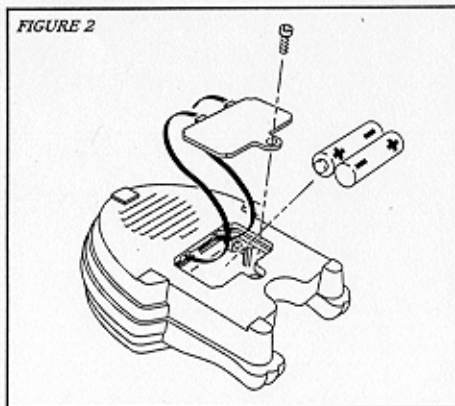


## THE PROPS

Your trick includes the electronic Sphinx and a deck of 14 Pharaoh cards (see Figure 1). You'll also need 2 "AA" alkaline batteries, which are not included.

**Important:** Discard the blank extra card; it plays no part in the trick.

Insert the batteries into the Sphinx as shown in Figure 2, matching up the "+" and "-" symbols inside the battery compartment.



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Test the batteries by fitting the Ace card facedown into the Sphinx (Figure 8 on page 5 shows how to do this.) Now press the jewel on the Sphinx's forehead. You should see its eyes light up and hear it speak. If you don't, the batteries may be weak or improperly installed.

**Caution:** Batteries may leak if improperly installed. Remove during extended storage. Never mix battery types. Do not mix old and new batteries.

## THE SECRET

The secret is a key card — the 10 of Pharaohs (see Figure 3). The key card has special ink which is "read" by the electronics inside the Sphinx. Through a little sleight of hand, you place the key card directly on top of your spectator's chosen card in the deck. Then, when the Sphinx finds the key card, the special ink tells it that the *next* card will be the chosen card. This key card triggers a unique verbal response from the Sphinx, so *you'll* know it too!

## Follow along to try the trick out for yourself!

**Important:** Remove the Joker (see Figure 4) from the deck. Use the Joker only when you want to perform the trick using 2 spectators (see *EXTRA-COOL EFFECTS* on page 6).

FIGURE 3

The 10 of  
Pharaohs is the  
key card

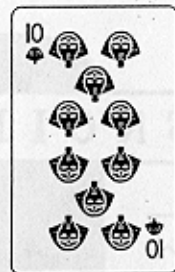


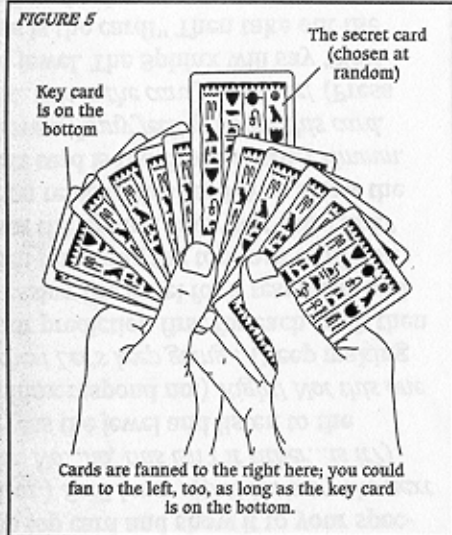
FIGURE 4

The Joker is used  
only with  
the Extra-Cool  
Effect



Place the 10 of Pharaohs (the key card) at the bottom of the deck. Fan out the cards facedown in your hand, as shown in Figure 5. (During the performance, you hold the fanned-out cards toward you spectator while he or she chooses one.)

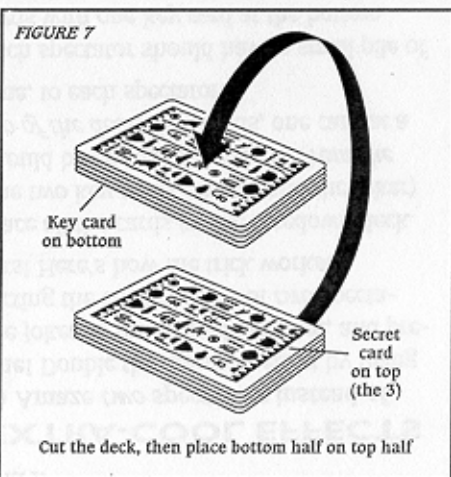
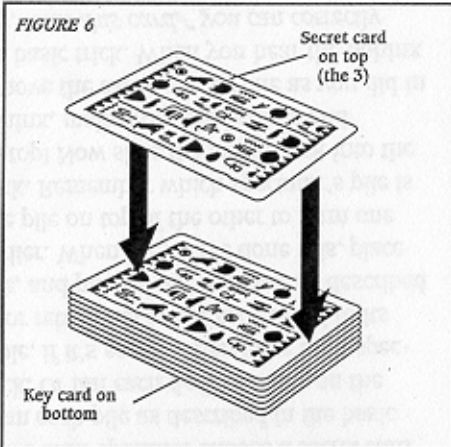
Choose any card (except the 10) as the secret card. Look at the card and remember what it is — for example, let's say you chose the three. (During the performance, your spectator will do this.)



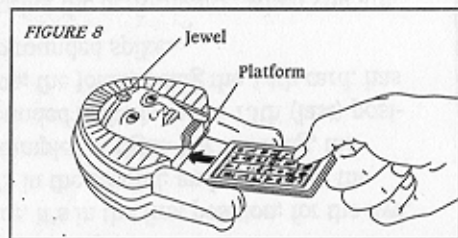
Form a facedown deck with the cards, then place the secret card on top (see Figure 6). The 10 is still on the bottom.

Cut the deck once. (During the performance your spectator will do this.) Then place the bottom half on the top half. The secret card is now in the deck, with the 10 directly on top of it (see Figure 7). This means that while drawing cards from the deck, you'll draw the 10 just before you draw the secret card.

Now slide the deck of cards facedown onto the Sphinx's platform, and push them all the way in (see Figure 8).



After sliding in the cards, press the Sphinx's jewel. The Sphinx will say: "No, this isn't it," or "Not this one," or "Definitely not." Remove this top card from the Sphinx.



Keep pressing the jewel to hear the Sphinx's response, then remove the top card from the deck. When you hear this special response from the Sphinx: "Not this card," you'll know that the card you're about to remove is the 10 (the key card), and that the next card is the secret card! This is the only negative response with the word "card" in it.

Remove the key card and press the jewel. The Sphinx will say: "Yes! This is the card!" Remove this card and look at it to check that it is indeed the card you picked.

### THE SECRET PREPARATION

Remember to remove the Joker from the deck. Shuffle the 13 cards and place the 10 on the bottom of the deck.

During the performance, there is a remote chance that your spectator will choose the 10 from the bottom of the deck. You may think this would ruin the trick. If this happens to you, here's a way out of it! You already know that the key card is the

10. Tell your spectator to keep the card instead of returning it to the deck. The as you turn your back, ask your spectat to show the chosen card to the Sphinx. When your spectator has done this, turn around and ask the Sphinx to whisper card to you. Put your ear to the Sphinx and pretend to listen. Then announce t your spectator's card is the 10! Then d the trick the usual way.

### THE PERFORMANCE AND "PATTER"

Say the following to your spectator: you perform the trick. The script or "patter" will help you enhance the effect of the trick:

*You might have heard about the treasures discovered during the latest archeological dig near the Egyptian pyramids. Well, one of them — I have on loan — is this mysterious, ancient Sphinx. It has amazing magical power and it has given me those powers, too! Here, let me show you. (Now fan out 1 cards with the 10 at the bottom, and turn them faceup to show your spectat.) Here is a deck of cards, all differe as you can see. I'm going to turn them facedown so I can't see them, and ask you to choose any one of them. (Turn the fanned-out deck facedown, while your spectator chooses one.) Now lo at the card and remember what it is.*



6<sup>f</sup>

(Form the cards into a facedown deck.) Okay? Put your card on top of the deck. Now cut the deck. (After your spectator cuts the deck, place the bottom half — with the 10 on the bottom — on the top half.) Now, I will go through the cards, one by one, and try to predict which card is the card you picked. The Sphinx will assist me. (Take the deck of cards and slide it facedown into the Sphinx. Don't press the jewel yet — you must make your prediction first!) This isn't the card you picked — I can tell. (Now press the jewel on the Sphinx's forehead, and listen to its negative response. Remove the top card and show it to your spectator.) See? I was right! Let's try the next one. No...no, this isn't it either...is it?) (Press the jewel and listen to the Sphinx respond no.) Right! Not this one either! Let's keep going... (Keep making your prediction first for each card, then pressing the jewel for a response, and then removing the top card until you hear the Sphinx say: "Not this card." Then remove this card. You know the next card is the chosen card.) Hmm. I have a funny feeling about this card. Yes...this is the card you chose! (Press the jewel. The Sphinx will say "Yes! This is the card!") Then take out the card and ask your spectator to name it before you reveal it. Turn it faceup to

show your spectator.) Aha! This is the card you picked! We knew it...the Sphinx and I!

### EXTRA-COOL EFFECTS

1) Amaze *two* spectators instead of one! Double the dramatic effect by using the Joker as the second key card, and predicting the chosen cards of *two* spectators! Here's how the trick works:

Place all the cards in one facedown deck. The two key cards (the 10 and the Joker) should be on top of the deck. From the top of the deck, deal cards, one card at a time, to each spectator.

Each spectator should have a small pile of cards with one key card at the bottom. Have each spectator choose a secret card from each pile as described in the basic trick. Or fan each deck of cards on the table, if it's easier. Then have each spectator return his or her secret card to its pile, and put the pile together as described earlier. When they have done this, place one pile on top of the other to form one deck. Remember which spectator's pile is on top! Now slide the entire deck into the Sphinx, make your predictions and remove the cards one by one as you did in the basic trick. When you hear the Sphinx say, "Not this card," you can correctly identify the next card as your first spectator's card. Continue with the trick until

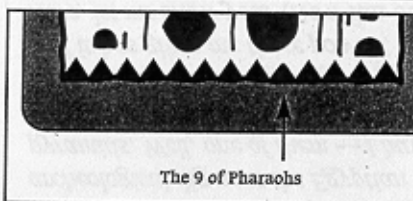
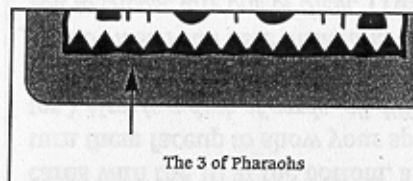
you hear the cue from the Sphinx again. Then identify the next card as your second spectator's!

2) Know which card your spectator chose — without looking at it! This variation on the basic trick will amaze your audience even more! The preparation and performance are the same, but when you find your spectator's card, you can *also* tell him or her exactly what the card is — for example, the two of Pharaohs or the six of Pharaohs!

It's easy to master this effect: just take a few minutes to learn how the card backs are marked.

To learn the marking system, remove the Ace from the deck and examine the back of it. Place it rightside-up or upside-down — it doesn't matter. See the spikes along the bottom of the card back? They're all sharp — *except for the first one*, which is rounded. The position of this rounded spike tells you which card it is. For the Ace, it's in the first position; for the two, it's in the second; and so on. See the examples at right. For the King, the rounded spike is in the 13th (last) position; the Joker, being the 14th card, has *no* rounded spike.

During the performance, when you are about to slide the secret card out of the Sphinx, casually but closely examine its

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back to see where the rounded spike is. When you know which card it is, say to your spectator (before turning the card faceup): "...wait...I'm getting a picture what your card is...it's getting clearer...it's the Four of Pharaohs, isn't it? Yes! I knew it!"



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