

Svengali change with winder

*Difficulty: ****

*Preparation: **

This trick is very visual but is for the most experienced among you.

You will need to take a card from the marked deck and a svengali card (7 of diamonds shorter).

Attach your winder and pinch the card that will disappear (bad prediction). I use sticky paste so that the two cards are touching when I pull them out.

Once I have forced the 7 of diamonds on the spectators (6 of hearts on the video) using the svengali cards for example, I can take out the two joined cards by hiding the thread of the winder and pretending to have found the "chosen card" randomly.

Your bad prediction will only last a short time. Move your hand over the card connected to the winder wire and, after a slight rotation, release the card to let the "chosen card" appear in your hand.