

Card Soup



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EFFECT: A spectator rips a card to pieces – not just in fourths – but in jagged – crooked pieces. The Magician says “Let’s find a piece with the number and value of your card on it.” He hands that piece to the spectator and wraps the remaining pieces in a small piece of paper and ignites it.

The paper and remaining pieces vanish in a flash.

Calling attention to a sealed Campbell’s soup can on the table – the Magician instructs the spectator to open it with a can opener. Once the top is off, the spectator pulls out a card with a missing torn corner – the card is theirs – and the missing piece fits!

MATERIALS:

- ❖ A deck prepared to force your force card.
 - ❖ Two pieces of good sized flash paper – one “pre-balled” up.
 - ❖ A lighter.
 - ❖ A Campbell’s soup can (with label).
 - ❖ A duplicate force card with a haphazard corner torn off.
 - ❖ Some liquid weld
 - ❖ A metal saw
 - ❖ A can opener.
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CONSTRUCTION: To make the can gaff – you need to:

- ❖ Carefully remove the label from the can at its “glue point”
- ❖ Cut the can in half with the metal saw
- ❖ Clean the contents out very well.
- ❖ Place the torn corner gaff inside the bottom half of the can.

- ❖ Glue the top half of the can on top of the bottom half with liquid weld. Smooth out the liquid weld so that it is not lumpy and also help support the can sides while it is drying.
 - ❖ Once it is dry – reapply the cans original label – glue it securely and neatly.
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SET UP: Have the can on a table near by. Have your deck ready to force the duplicate. Have your lighter and two pieces of flash paper in an easily assessable pocket. Have your extra torn pip in a finger palm.

PRESENTATION: Here is the play-by-play – you may dress it up to taste,

- ❖ Force the card and have the spectator tear it to pieces.
- ❖ Take the pieces and add them to the palmed piece you had already.
- ❖ Pretend to look for a good piece to give them and give them your previously palmed one.
- ❖ Go to your pocket and steal up the ball of flash paper behind the full piece.
- ❖ Wrap the card pieces in flash paper and billet switch them for the empty ball.
- ❖ Go to your pocket for the lighter – ditch the card pieces.
- ❖ Light the flash paper – everyone “oohs and “ahhs.”
- ❖ Have the spectator take the can opener and open the can.
- ❖ Remove the card – match up the pieces.

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