

GUARDIAN OF THE GRAVE™



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

You, the Magician, secretly hide a coffin inside one of nine graves. A spectator then picks one of the graves to place the Guardian on and moves him from grave to grave searching for his coffin. Your spectator decides where to move him! Regardless of where he started or where he is randomly moved by the spectator, the Guardian will always end up on the grave with the coffin. Impossible! Or is it...magic?

THE PROPS

Your trick includes the electronic Guardian unit, a cardboard sheet with the nine graves, the coffin and a "clue" card. See Figure 1. Carefully punch the cardboard parts out of the sheet and discard any waste. Fold each grave as shown in Figure 2. Tuck the tab of the grave into its slot to keep it closed.

Insert batteries: Using a Phillips head screwdriver, remove the screw from the battery door on the base of the Guardian, as shown in Figure 3. Insert 4 "AAA" size alkaline batteries. Be sure to match up the "+" and "-" signs inside the

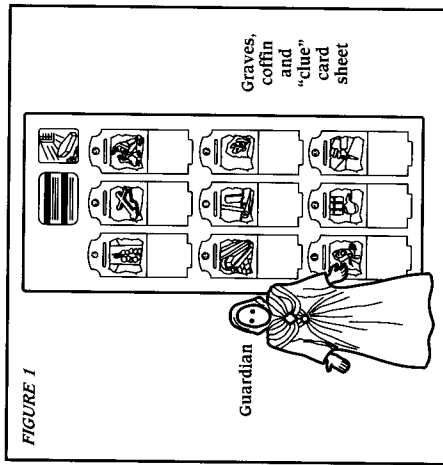


FIGURE 1

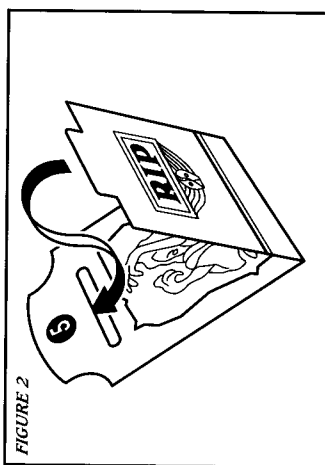


FIGURE 2

battery compartment. Then replace the battery door and the screw.

Caution: Batteries may leak if improperly installed. Remove during extended storage. Do not mix old and new batteries.

Test batteries: Press the diamond-shaped button on the front of the Guardian. You should hear a whooshing wind sound and see the Guardian's eyes

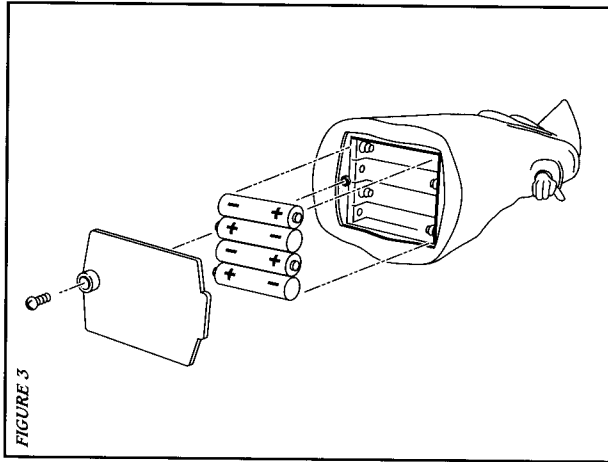


FIGURE 3

flash. If you don't, batteries may be weak or improperly installed.

THE SECRET

Inside the Guardian is a tiny computer. You secretly tell the computer *where* you've hidden the coffin! You also tell the computer whether the grave your spectator has placed the Guardian on is *odd* or *even*-numbered. With these two pieces of information, the computer can create a mathematical sequence which will cause the spectator to remove every empty grave and leave the Guardian on the one grave containing the coffin!

Important: You can hide the coffin only in these three graves: 3, 5 or 7. The Guardian can *start* on any of the nine graves.

Practice first! It's best to try out this trick on yourself to see how it works. First, arrange the graves in numerical order in rows of three, as shown here in Figure 4.

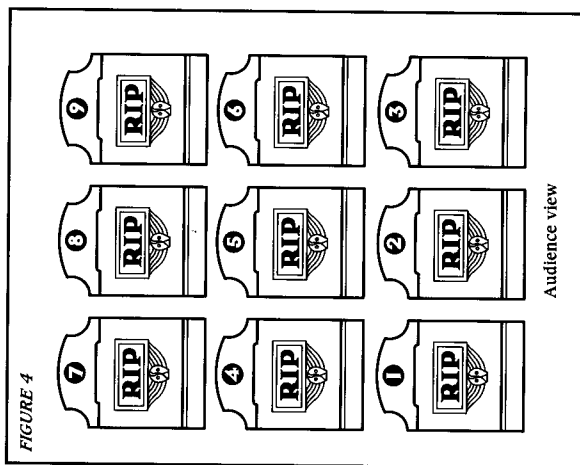


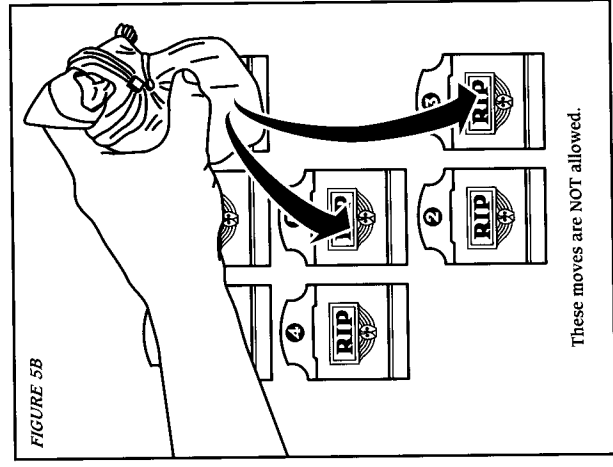
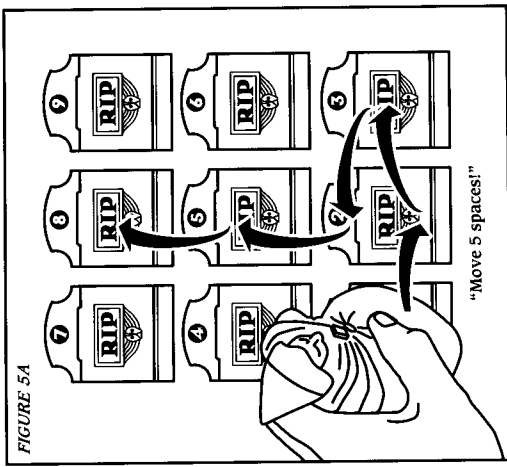
FIGURE 4

Audience view

You must always arrange the graves just like this or the trick won't work. Now slide the coffin card into the grave numbered "3." Place the Guardian on grave number "1."

Press and release the *diamond-shaped* button on the front of the Guardian. You will hear two sounds of rushing wind, accompanied by the Guardian's eyes flashing. Now press and release the *round* button. The Guardian's eyes will flash as you press the button. This is how you tell the Guardian that you're hiding the coffin in grave number 3. Wait a few seconds until you see his eyes flash on and off by themselves, then press and release the round button once more. This is how you tell the Guardian he'll be starting on an odd-numbered grave. You'll hear the Guardian laugh and say, "Welcome!"

The Guardian is ready to go! Press the diamond button and listen to the Guardian's instructions. He'll tell you the number of the grave he's *not* on and for you to take it away! Open this grave to see what's inside, then remove it from the arrangement and place it aside. Keep the other graves in place. Now push the diamond button again. The Guardian will tell you to move him five spaces (graves). See Figures 5A and 5B.



You may move him wherever you like, but:

- You must always move him the full count of spaces.
- You can return to a space during a move.
- You may not jump over spaces, including any where graves have been removed.
- You may not move diagonally.

Continue pressing the diamond button and following the Guardian's instructions, removing graves whenever he commands you. Finally, there will be only one grave left—the one numbered 3. Open the grave to see the coffin card. The Guardian will call out, "I'm on three...I'm alive!" He always finds the coffin and he always announces his correct grave position.

Programming the Guardian

Place the clue card in front of you and read the hints about programming the Guardian.

COFFIN LOCATION	PUSH ROUND BUTTON
3	ONCE
5	TWICE
7	THREE TIMES
STARTING GRAVE	PUSH ROUND BUTTON
ODD: 1,3,5,7,9	ONCE
EVEN: 2,4,6,8	TWICE

Clue card

When you press and release the *diamond* button, you'll hear a rush of wind and see the Guardian's eyes glow along with the sound. This diamond button "wakes up" the Guardian. It's also the button your spectator will press to hear the Guardian's commands.

Program the coffin location: The *round* button is used for programming the Guardian. Press it once to tell the Guardian the coffin is in grave number 3, press it twice for grave number 5 or press it three times for grave number 7. Don't pause too long between presses! Notice that each time you press the round button, the Guardian's eyes glow.

Program odd or even: After you've programmed which grave you've hidden the coffin in, wait at least a few seconds until you see the Guardian's eyes blink on and off continuously. Now use the *round* button again to program whether the grave the Guardian starts on will be odd or even. If the Guardian is starting on grave 1, 3, 5, 7 or 9, press the round button *once*. If the Guardian is starting on grave 2, 4, 6 or 8, press the round button *twice*. Don't pause too long between presses! As soon as you begin to press the button, the Guardian will laugh and say "Welcome!" You *must* finish pressing for odd or even before he finishes laughing and speaking.

During a real performance, you would hide the action of programming the Guardian from your audience. Instead, you would only say that when you program the coffin location you are "waking him up." You would hold the Guardian with his back toward your spectator so the number of times you press the round button would be unseen. Then, after your spectator had decided which grave to start the Guardian on, you would program odd or even, telling your spectator you are "activating" the Guardian and telling him you want to play. From that moment on, your spectator will be pressing the diamond button on the Guardian and following his commands. You won't touch the Guardian again! Your spectator will be in control, which makes this trick even more magical!

If you make a mistake during programming (or any other time during the trick) you can reset the Guardian. Press and hold down the round button. While still pressing the round button, press the diamond button. You should hear the rush of wind you hear when you first "wake" the Guardian. If you don't, repeat these steps again.

THE SECRET PREPARATION

Since this trick has many options, you should practice it often, hiding the coffin card in the three different graves (3, 5 and 7) and starting the Guardian on both odd and even-numbered graves. See if you can trick the Guardian. Bet you can't! As with any trick, you should completely familiarize yourself with it until the programming becomes second nature and you look very nonchalant when you do it! We've included a little "clue" card to help you memorize the programming. You can also sneak a peek at it if you forget during a performance, but don't let your audience see it! The other side of the clue card shows you which button performs which function.



COMMAND

To RESET, press and hold , then press .



REPEAT

Clue card

To prepare the trick, have all the graves in your hand in numerical order so you can locate the 3, 5 or 7 grave quickly and without causing suspicion. The coffin card should be out on your table, along with the Guardian. You are ready to begin.

THE PERFORMANCE AND "PATTER"

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

This is the Guardian of the Grave, a sinister fellow who protects the spirits of the dead by night. However, if he is not safely back inside his coffin before the light of day shines on him, he will perish, never to live again. And so he always finds his coffin, no matter where it is. You can even pick his starting grave and move him anywhere you wish. He'll still find his coffin! Would you like to see just how clever the Guardian is? (Show spectator the coffin card.) This is his coffin. (Now show the graves.) In my hand I have these graves, numbered from one to nine. I'm going to take the coffin and hide it in one of these graves, but I'm not going to show you or the Guardian where I hide it. (Secretly slide the coffin card into grave number 3.) Now I'm going to recreate the Guardian's graveyard. (Arrange the graveyard as described earlier so it is facing your spectator.) Now it's time to wake up the Guardian. (Pick up the Guardian and hold him so his back is facing your audience. Press the diamond button so the rush of wind is heard, then press the round

button once to program grave number 3 as the coffin location. Set the Guardian down on the table.) Now, YOU decide which grave to put the Guardian on. (Your spectator places the Guardian on grave number 5.) Okay, let's tell him it's time to play. (Casually press the round button once to program "odd.") Are you ready? Press that diamond-shaped button. (Your spectator presses the diamond button. The Guardian says, "I'm not on six! Take it away!") See? He knows exactly where he is. Take grave number six away. You can look inside if you want, to make sure the coffin isn't inside. (Your spectator opens the grave, revealing the picture inside.) It's a braid of garlic! Garlic is very dangerous to the Guardian. In fact, everything inside these graves is lethal to him, except for his coffin. (Have your spectator press the diamond button again. The Guardian says, "Move five spaces!") Now he wants you to move five spaces. When you move, you can only go in a straight line, not diagonally. But you can move anywhere you want. Everything is in your control. (Have your friend continue pressing the diamond button and following the Guardian's commands. You must pay close attention so he or she moves the Guardian the correct amount of spaces,

doesn't move diagonally or to an empty spot, etc. Finally, the Guardian is left on grave number 3, the only grave left.) *Let's open that last grave. (The Guardian says, "I'm on three...I'm alive!") Look, he's found his coffin! No matter where you moved him, he still found it!*



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U.S. Patent Pending

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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.*