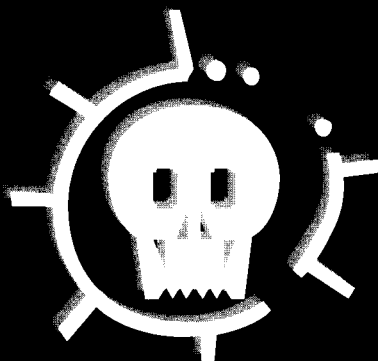
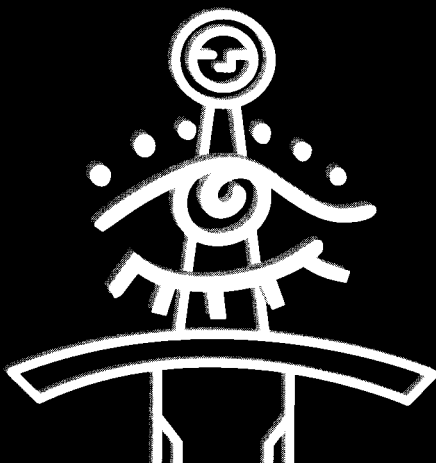


# Map of Skull Island™



SECRET INSTRUCTIONS

# The Knight's Tomb™



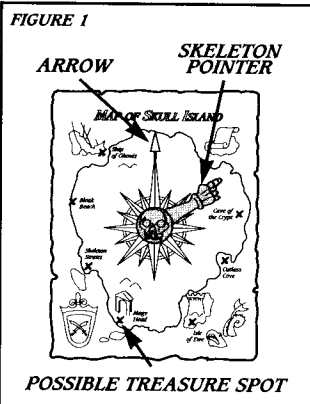
SECRET INSTRUCTIONS

## 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.

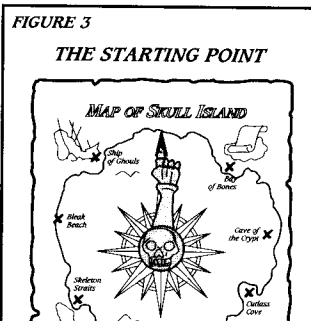
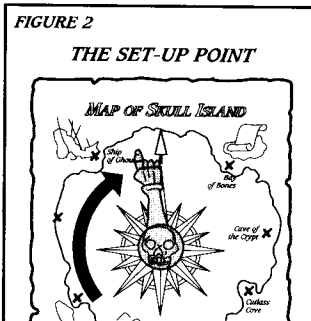


## THE SECRET

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

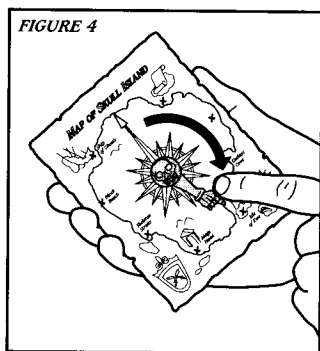


right so it's pointing to the arrow as shown in Figure 3. Don't pull too hard! This is the starting point and is the position your trick must be in at the beginning of each performance.

## 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 counter-clockwise back to the starting point, where it will stop (see Figure 5).

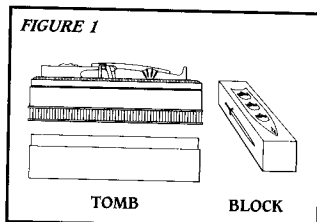


## THE TRICK

You, the magician, show your audience the two-piece "tomb" and the rectangular block which has four symbols on it. While your back is turned, a spectator chooses a symbol and puts the block inside the tomb with that symbol faceup, then replaces the cover. You turn around and ask your spectator to concentrate on the faceup symbol. To your audience's amazement, you announce the correct symbol! You didn't even touch the tomb! What's more, you can perform this amazing mind-reading trick over and over again!

## THE PROPS

Your trick includes the two-piece tomb and the block with four symbols (see Figure 1).



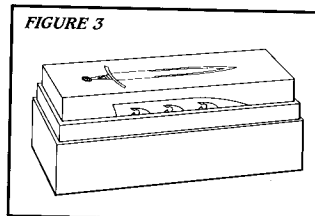
## THE SECRET

If you look at the cover of the tomb, you will notice a thin decorative strip that goes all around the cover. This innocent-looking strip reacts to magnets hidden inside the block! The marks the magnets make on the strip clue you in as to which symbol your spectator selects.

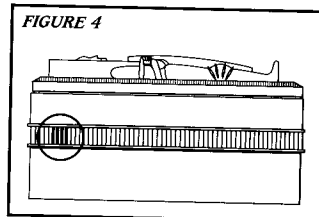
Take an even closer look at this clever gimmick (see Figure 2). Notice that it has a design made up of small vertical lines on a colored background.



Now place the block inside the bottom part of the tomb with the sword on top (see Figure 3).



Replace the cover and examine the strip again. Can you see, at the far left, the blurring of the dark lines? It may take you a few seconds to notice it the first time, but once you see it, you will soon be able to recognize the mark from a distance (see Figure 4). Your audience, however, will not know what to look for, so the mark will remain invisible to them!



For each symbol on the block that's faceup, the blurred mark will appear in a different position on the strip. Figure 5 shows the symbols on the sides of the block and where their corresponding marked positions are on the strip.

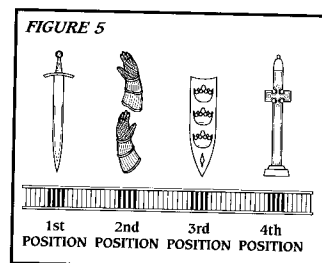
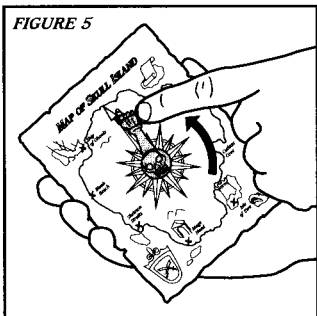


FIGURE 5



### 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

Here's an easy way to remember which symbol corresponds to which position. If you always "read" the strip from left to right: The sword is one item and is in the first position, the gloves are two items and are in the second position, the shield has three crowns and is in the third position, the cross has four arms and is in the fourth position.

Incidentally, it doesn't matter which direction the block is facing when it's inside the tomb — only which symbol is on top. Also, the blurry mark will be in the same place on both sides of the tomb.

## 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:

*Everyone has heard the famous adventures of the knights in King Arthur's time. They were brave, loyal and well-versed in the art of combat. What many people don't know is that one weapon the knights had at their disposal was the ability to read their opponents' minds and predict their every move. I have trained myself in this ancient technique. Would you like to see a demonstration?*

Show your spectator the two-piece tomb and the block with the four symbols.

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 PATTERN?

Pattern 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 pattern we've provided or make up your own!

*You probably didn't know this, but my 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*

*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.*

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*Here is the tomb of Sir Glenn, never defeated in battle. And on this block are all of his prized weapons: his trusty sword, his magic gloves, his sturdy shield and the cross of the realm. I am going to turn my back. While I can't see, I want you to place the block inside the tomb with any one of the pictures on top. Then put the cover on and concentrate on the picture that's on top.*

Here's where you turn around and your spectator follows your directions.

*All set?*

Turn back to face your spectator and pretend to concentrate while you take a peek at the strip on the side of the tomb. You see the blurry mark in the first position at the far left. This means the sword is on top!

*Ahaaa....I'm getting an image. It's definitely a weapon ... something sharp and pointy ... it's the sword, of course!*

Now open the tomb and show your spectator the block ... with the sword on top!

*Do it again? Sure! A knight wouldn't be a very good warrior if he could only read the enemy's mind once ...*

## EXTRA-COOL EFFECT

Have a handkerchief or cloth on hand when your spectator has placed the block in the tomb and you turn around. Place it over the tomb (glancing at the strip as you do so). This will make the trick seem even more impossible!

## UH-OH!

Your spectator might place the tomb with one of its short ends toward you. If this happens, you won't be able to see the strip! You'll have to think fast in order to turn the trick around. Here's our favorite way: Pick up the tomb and hold it up, saying, "Notice I cannot see through this box!" Or, hold the box to your ear as if "listening" to Sir Glenn's voice! Either way, you'll be able to catch a glimpse of the mark when you pick up the box.

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